HeroQuest
The Complete Collection

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Being a Compilation of all Official Material most Thrilling and Mysterious for Undisputedly the Greatest Heroic Adventure Game of all time brought together by the Author in His Wanderings of the Wide and Deep World Wide Web and also Appendices that the diligent Reader will find Most Enlightening and Informative.

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By Hendar23

First Edition

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FOREWORD

Hello Heroes.

I remember when I got Heroquest as a kid. I must have been about nine years old. I don't know if Heroquest was something I had asked my parents for, or had received out of the blue, but I remember instantly seeing in that box the potential for *entire worlds.* You could paint the figures, design more quests. You could do stuff with it between games on your own. Here was a game you could play with *even when you were not playing it.* That was a revelation.

Like many of my generation Heroquest was my first introduction to the world of hobby gaming. Years later, staring middle age in the face, I picked up a copy from eBay for the nostalgia hit. I was pleasantly surprised to find that with only a couple of tweaks it still held up as a game and decided to try and paint up a nice set. Next thing I know I'm collecting all the Heroquest material I could find and the result is this compilation.

I first started this book because I felt the 'boss' monsters needed a Body Point boost and just wanted to print out my own copies of quests, but it quickly expanded when I realised how scattered and inconsistent the official material is. What you see now is what the project grew into, my attempt to make the 'ultimate' version of vanilla Heroquest, with everything in one place in a uniform format. I have tried to fix the broken rules and quests while changing as little as possible. Think of it as a 'vanilla mod', to borrow a videogame term.

I chose to take The Maze as the first quest, but if you are looking for The Trial, it is included in the stand alone quest section. I have merged what I see as the best of both the American and European versions of the quests. The quest content itself is a based on the American quest book, being something of an unofficial second edition it is clearly an improvement. Aesthetically though I went with the European black and white style. Not only is it more printer friendly, but personally I find the coloured maps ugly. I prefer the more timeless and clean black and white. This is simply my personal preference.

Finally, I was born on the Fair Isle of Albion. I know therefore that the evil wizard is, of course, named Morcar.

This book assumes you have all the expansion material, though it is not essential. The book is also intended to be used with the superb cards produced by Sjeng. The Evil Wizard Cards make the game more fun for Morcar without adding any unnecessary complexity. I cannot imagine playing Heroquest without them. His Equipment, Artefact, Potion, Scroll and Chaos Spell cards I consider essential, especially to those playing with a UK edition. All the cards are balanced, match the original art style and therefore fit the vanilla mod theme. I cannot recommend them enough. They are available to download at www.yeoldeinn.com

This book is made possible with the beautiful map creating software Heroscribe and builds on the excellent work of Phoenix, Sjeng and all the others at the www.yeoldeinn.com community who have kept this game alive. Thanks especially lestodante, Pancho and wallydubs who helped with proof reading and suggestions. I have, I hope, given credits where due throughout. If I have missed anyone out, or made any errors, please let me know at hendar23@yahoo.co.uk

And, of course, thanks to Stephen Baker and all those at Games Workshop and MB Games who gave us Heroquest. They have inspired a generation of gamers.

Have fun,

Hendar23

"Heed well the words of Mentor, Guardian of Loretome, and I will tell you of times past, of darker days when the Empire was saved against all hope. For I fear the darkness is about to return...

The fell legions of Morcar, Lord of Chaos, had swept all before them. At the sight of the 'Black 'Banner and the massed hordes of Chaos even the bravest warriors of the Emperor had turned tail and fled. The land was laid waste and all men despaired.

But then there came a mighty warrior Prince from the 'Borderlands – 'Rogar the 'Barbarian they called him. He bore a glittering diamond on his brow – the Star of the 'West – as worn by the ancient kings of legend. Hope returned and men flocked to his standard, leaving their hiding places in the hills and forests. Other great heroes joined him: Durgin, the fearless dwarven warrior from the 'Worlds Edge Mountains, Ladril the elven fighter mage from distant Athelorn and Telor, the wizard whose sorcery was to save 'Rogar on many occasions.

For many years 'Rogar trained his army, being careful to avoid open battle with Morcar's general until all was ready: but ever harried their supply lines, wiping out countless Ores and Goblins.

Then came the day for which 'Rogar had waited. His army had grown strong and was well practised. Camping in the high passes, Ladril saw the 'Black Hosts from afar and bade Durgin blow the call to arms on his mighty horn. 'Rogar's army poured down upon the enemy from two sides and battle was joined. Many foul creature and good men perished that day. 'Yet, as the light of day faded, it was Darkness that fled the field. But the victory was not absolute. Morcar and his general escaped beyond the Sea of Claws, their plots will be ready and the Empire will have need of a new 'Rogar. But where are the heroes to equal him? 'You have much to learn if you are to become as great as 'Rogar and his companions. I will help all I can. The book I carry – Loretome – was written when time began, all that ever was and all that ever will be is recorded in its countless pages. Through Loretome I may guide you, but I nay not intervene, lest a greater evil befall the 'World and Chaos triumph forever."

HOW TO PLAY HEROQUEST

INTRODUCTION

Heroquest is a game of adventures set in the Old World, a land besieged by the forces of Chaos. Mentor, the mysterious and ancient wizard-sage has summoned four valiant adventurers to undertake the challenge of becoming Heroes and saving the land.

One player will take on the role of Morcar, the evil wizard mastermind behind the Chaos forces. The other players will control the Heroes as they embark on perilous adventures, battling foul creatures and seeking fabulous treasures in the dangerous dungeons of the Old World.

COMPONENTS

In addition to a HeroQuest set you will also require some of the superb cards produced by Sjeng. **The Evil Wizard, Equipment, Artefact, Potion, Scroll** and **Chaos Spell** cards are needed to use this book and are available to download at www.yeoldeinn.com. (If you wish to play the Rise of the Chaos god Campaign you will also require the Japanese Artefact cards.) I found the simplest method to make them game ready was to print the front and back of the cards on paper, then put them in a card sleeve with a regular playing card in between to make them firmer. This book assumes you have all the official expansion components and cards, though they are not essential for all the quests.

I also find that bag of blank tokens is handy to have for keeping track of Body and Mind points during a game (tiddlywinks are perfect, and a lot cheaper than 'proper' game tokens you will find online).

If you cannot track down an original copy of game or its expansions, The Ye Olde Inn website is also a great source of all out of print material. Though a beautifully painted original set is ideal, with a bit of work Heroquest can be played with substitute miniatures, paper tokens, regular dice, DIY printed cards...even Lego!

SETTING UP THE GAME

Pick one player to be Morcar, the Evil Wizard. This should be a player who is comfortable with the rules, as they ideally need to be able to interpret the quest notes without consulting the others. Place the board on the table so that the word 'HeroQuest' faces the Evil Wizard player and give them this book.

Decide which quest the players wish to undertake, but only the Evil Wizard should see the quest details! Keep this book hidden from the other players and don't spoil any surprises. The Evil Wizard player should read through the quest notes to familiarise themselves with any special rules concerning this particular quest.

Shuffle the Evil Wizard and Chaos Spell cards and put them next to the Evil Wizard player. Leave the monster miniatures, doors, furniture and the various dungeon tokens within reach of the Evil Wizard.

Shuffle the Treasure, Potion and Scroll cards and leave them within reach of the other players.

THE HEROES

If they have not already done so in a previous game, the remaining players will need to choose a hero to play. If there are less than five players, someone will have to control more than one hero. There are four to choose from:

THE BARBARIAN

'You are the barbarian. the greatest warrior of all. 'But beware of magic. for your sword is no defence against it.

Body Points: 8
Mind point: 2
Move: 2 Red Dice
Attack: You begin the game with a Broadsword, giving you 3 Combat Dice in attack
Defence: 2 combat Dice

THE WIZARD

'You are the 'Wizard. 'You have many spells that can aid you. However in combat you are weak. So use your spells well. and avoid combat.

Body Points: 4
Mind point: 6
Move: 2 Red Dice
Attack: You begin the game with a Dagger, giving you 1 Combat Die in attack
Defence: 2 combat Dice
The Wizard begins the game with 3 spell decks. See Spells (page 17) for details.

THE ELF

'You are the Elf. a master of both magic and the sword. 'You must use both well if you are to triumph.

Body Points: 6
Mind point: 4
Move: 2 Red Dice
Attack: You begin the game with a Short Sword, giving you 2 Combat Die in attack
Defence: 2 combat Dice
The Elf begins the game with 1 spell deck. See Spells (page 17) for details.

THE DWARF

'You are the 'Dwarf. 'You are a strong warrior and can always disarm traps that you find.

Body Points: 3
Mind point: 7
Move: 2 Red Dice
Attack: You begin the game with a Hand Axe, giving you 2 Combat Die in attack
Defence: 2 combat Dice

NOTE If any hero ever finds themselves unarmed, they attack with 1 Combat Dice

CHARACTER STATS EXPLAINED

Heroes and Monsters in Heroquest are represented by statistics which represent how strong or weak they are in different areas:

BODY POINTS and MIND POINTS

Body Points represent a characters physical fitness and strength. Mind Points represent intelligence, wisdom and mental fortitude. During a game you may gain or lose these points, heroes should keep a track of their points on their Character Sheet. If either Body or Mind points ever fall to zero, that character is killed! Lost points can be restored with potions or magic, but can never go above their starting values.

MOVE

This is the total number of spaces a character can move during their turn. For Monsters this is usually a fixed number, but the heroes will roll 2 Red Dice each time they move. Movement is explained in detail on page 15

ATTACK and DEFENCE

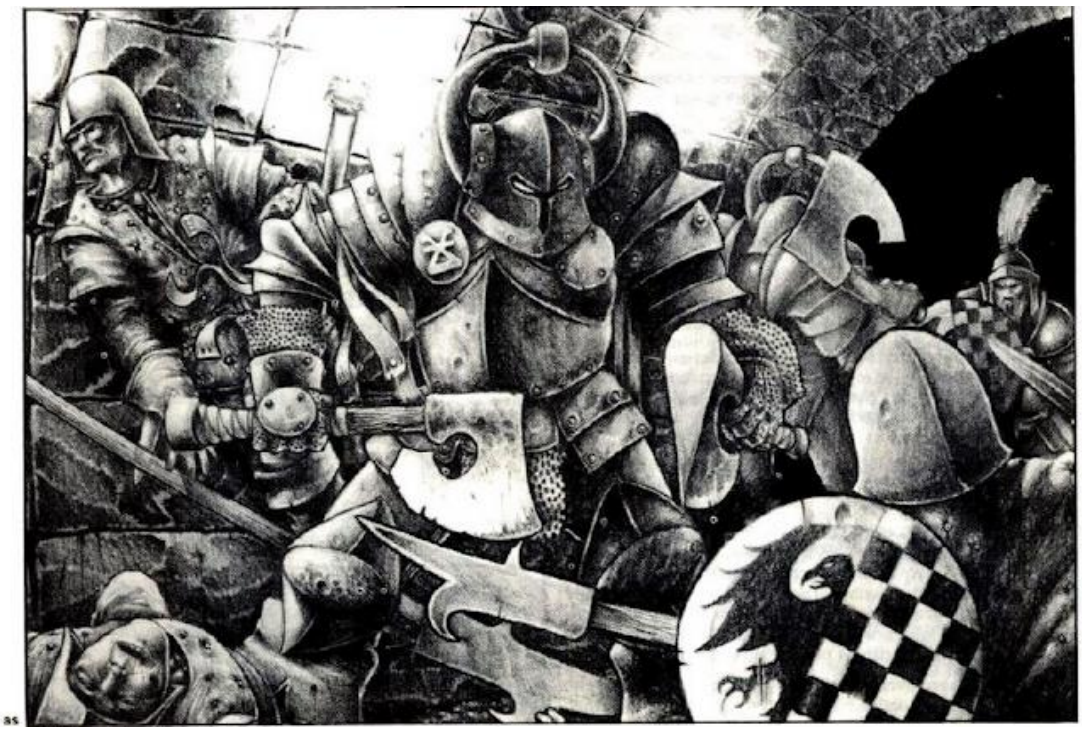
These scores indicate how many Combat Dice a character throws when attacking or defending themselves in combat. Combat is explained on page 15

THE CHARACTER SHEET

Once you have chosen your hero you should take the appropriate miniature and a Character Sheet. This can be a neatly printed one, but any piece of paper does just as well. Note down the hero's starting Mind and Body points, their attack and defence dice and any starting equipment.

Think of a name for your hero and write it down. The name can be as serious or silly as you like.

As the game progresses you should use the Character Sheet to note down any treasure or equipment found, and any other changes to your character.



BEGINNING A QUEST

The heroes will enter the dungeon either through the spiral staircase or from the edge of the map via a steel entry door, depending on the quest. The Evil Wizard player should consult the quest map and then place the doorway or staircase the players are entering through onto the board, plus any other doors, furniture or monsters in the room or corridor the game begins in. When everyone is ready, the Evil Wizard player should read out the quest description, and the game begins.

COMPLETING A QUEST

The game continues until the heroes either escape the dungeon via an exit, or they are all killed. If the heroes complete the objective specified in the quest and escape, they have won. If the Evil Wizard can kill the heroes or force them to flee the dungeon before they have completed their quest, then the Evil Wizard has triumphed!

TURN OVERVIEW

In each round the heroes act first. The heroes may take their turn in any order they wish.

HERO TURN

During their turn a hero may MOVE (page 15) and take ONE ACTION. They may use their action first then move, or move then take an action. However, they may *not* use some of their movement, act, and then finish moving.

Actions include the following:

ATTACK (page 15)
CAST A SPELL (page 17)
SEARCH FOR TREASURE (page 18)
SEARCH FOR TRAPS & SECRET DOORS (page 17)

EVIL WIZARD TURN

Once all the heroes have taken a turn, it is the Evil Wizard's turn.

Each turn the Evil Wizard first draws an Evil Wizard card. If they have more than 3 cards, they must immediately choose cards to discard until they have a maximum of 3. If there are no more cards to pick up, simply shuffle the discard pile to refresh the deck.

Then the Evil Wizard player may move and act with any of his monsters on the board. Monsters move then act, or act then move, in the same manner as heroes. However, Monsters may never search or open doors. They may only move, attack or cast a spell if they have any available.

Once the Evil Wizard has completed his turn, play returns to the heroes.

MOVEMENT

A Characters Move score determines the maximum number of squares a character may move. For the heroes it will be determined by a dice roll each turn. For Monsters, this is a fixed number. See Appendix C (page 202) for Monster stats.

During movement a character may *not*:

Move diagonally;

Move through walls or furniture;

Move onto an occupied square. However, they may pass *through* an occupied square, provided the player controlling the obstructing character permits it.

At any time during movement a hero may open a door that is adjacent to them. This is a free action and does not count as their action for the turn. Monsters may never open doors. Open doors cannot be closed, and remain open for the rest of the game.

When a hero opens a door or moves into an unexplored corridor, they must pause their movement while the Evil Wizard player consults the quest map and places any monsters or furniture in the newly revealed room or corridor. Remember that secret doors and traps are not placed until the heroes find them by searching or stumbling into a trap! Once this is done, the hero may resume their movement.

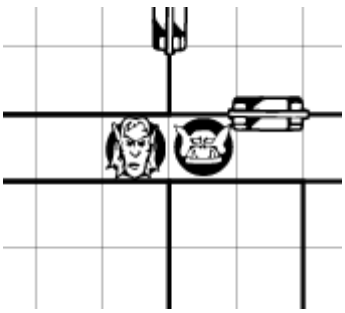
COMBAT

To attack an enemy with a melee weapon, the target must be adjacent to the character attacking. Attacks cannot be made diagonally unless specified in the weapons description.

To make an attack, roll the appropriate number of Combat Dice. For Monsters, the number will be their Attack value (see Appendix C). For heroes, consult the Equipment Card for the weapon they are using (or 1 if unarmed). For each skull rolled the attacker inflicts 1 Body Point of damage, unless the target can defend themselves.

To defend against an attack, again roll a number of Combat Dice. For Monsters, the number is their Defend value (Appendix C). For heroes this will depend on what armour they are wearing, or 2 by default if they have not acquired any yet. Each shield rolled cancels out an attackers skull. For heroes, only *white* shields count. For Monsters, only *black* shields.

EXAMPLE:



The Elf encounters an Orc in a corridor. It is the Evil Wizards turn and so the Orc attacks first. Consulting the Orcs stat line, we see he has an Attack score of 3, so rolls 3 Combat Dice to attack.

Orc attack roll: 1 Skull, 2 White Shields.

As the Orc rolled 1 Skull, the Elf will suffer 1 Body Point of damage, unless he can defend himself. The Elf has no special equipment yet, so rolls his default 2 Combat Dice to defend:

Elf defence roll: 1 Black Shield, 1 White Shield.

The Black Shield only defends Monsters and is useless to the Elf, however the White Shield blocks the Orcs Skull, so the Elf suffers no damage.

On the Elf players turn, he attacks the Orc. The Elf is armed with a short sword, so rolls 2 Combat Dice to attack.

Elf attack roll: 2 Skulls.

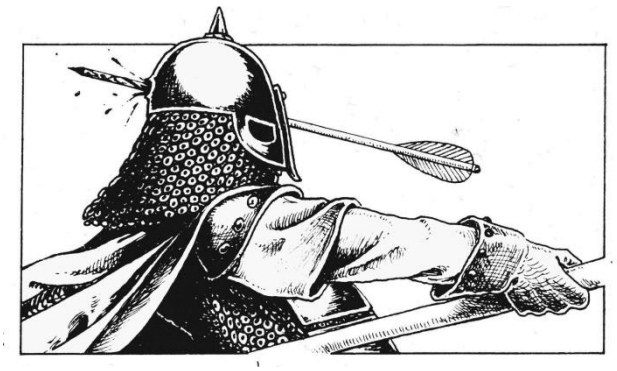
A good attack! The Orc has a defence score of 2, so rolls 2 Combat Dice to try and resist this attack:

Orc defence roll: 1 Black Shield, 1 White Shield.

The Black Shield blocks one Skull, but the White Shield is no use to Monsters, and the Orc suffers 1 Body Point of damage. We see that the Orc has only 1 Body Point to begin with, and so is slain! The Evil Wizard player removes the orc miniature from the board and the Elf continues down the corridor, feeling quite pleased with himself.

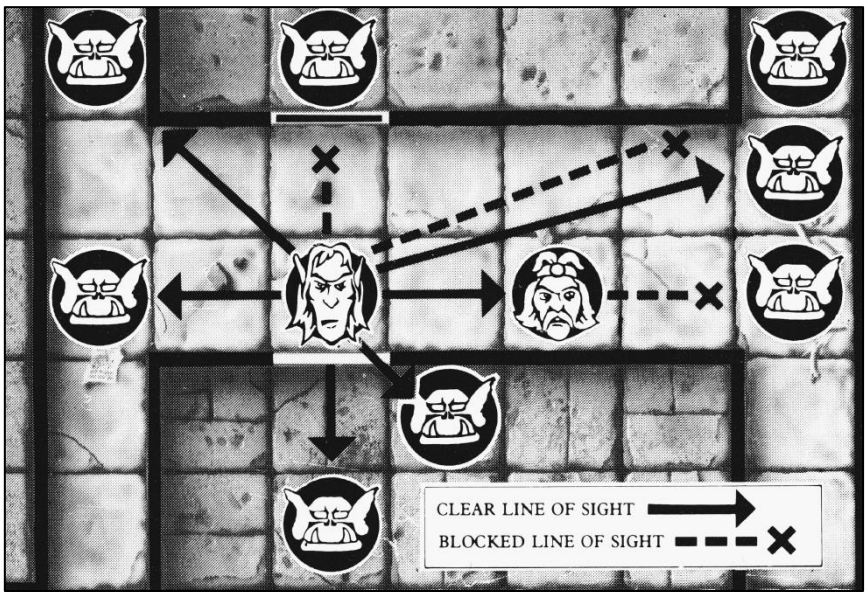
RANGED COMBAT

Some weapons, such as crossbows, may be used at range. The procedure for rolling attack and defence is the same. There is no maximum distance ranged weapons can be used at, however these weapons may not be used to attack an adjacent foe, and the attacker must have a clear *line of sight* to the target (see below).



LINE OF SIGHT

Line of sight is how we describe if a character can see another character. Characters have line of sight if you can trace an unobstructed straight line from the character to the target. If the line passes through another miniature, through a wall or through a closed door, then the target is *not* visible. See below for examples.



SPELLS

The spell cards are divided into decks (Air, Earth, Fire, Water, and if you have the Wizards of Morcar Expansion, Darkness, Detection and Protection). When the Wizard and Elf players first choose their heroes, they should also choose their spell decks. The Wizard chooses one deck, then the Elf picks ones deck, and finally the wizard chooses their remaining two decks.

As an action, the Wizard or Elf can cast a spell by playing a spell card. Unless otherwise specified on the card, the caster must have line of sight to the target of the spell (see page 16). The spell-caster may always cast a spell on themselves.

Spells can only be cast once per quest. Once a spell card has been used, it is discarded until the end of the game.

SEARCHING

As their action for a turn, heroes may *search*. Heroes may not search if they are next to a monster or if there is a monster in the same room or visible in a passage. Monsters never search.

A whole room or all visible squares of a passage may be searched in one turn. Players must tell the Evil Wizard player what they are looking for. They may search for either Secret Doors and Traps, *or* Treasure. If there is anything to be found, the evil wizard player must reveal it. See below.

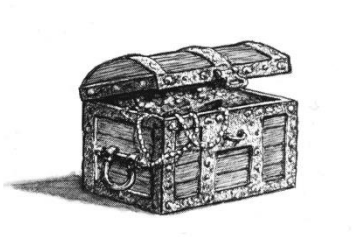
SECRET DOORS AND TRAPS

When a player searches for Secret Doors and Traps, the Evil Wizard player consults the quest map to see if there are any secrets doors or traps in the same room or corridor as the character doing the searching.

Secret doors are immediately placed and considered open. The Evil Wizard player should place any monsters or furniture just as they would when a regular door is opened. Once found, secret doors remain open for the rest of the game.

Traps are only placed on the board if found by searching, of if a character triggers them by moving onto a trapped square. Not all traps can be found by searching. Consult Appendix B (page 199) to see what happens to each kind of trap when it is searched for. Most traps that are placed on the board may later be disarmed and removed by the Dwarf or any character with the Tool Kit equipment card.

If a character triggers a trap, the Evil Wizard player must tell the player immediately. The characters turn ends and the results of the trap are resolved. See Appendix B (page 199) for details on specific traps.



TREASURE

When a player searches for Treasure, the Evil Wizard player consults the quest map to see if there are any quest specific treasures in the appropriate room or corridor. If there is not, the player should draw a card from the Treasure deck and follow the instructions. If a hero finds gold or jewels, they should record this on their Character Sheet and put the Treasure card in the discard pile. Potion cards are kept by the player, and may be used at any time. See Equipment & Potions below for more information on Potions.

Heroes may search a room or corridor an unlimited number of times. When the Treasure deck is depleted, simply shuffle the discard pile to create a new draw pile.

WANDERING MONSTERS

Some Treasure cards reveal a Wandering Monster. The quest notes will detail what type monster this is. These monsters are placed immediately on the board adjacent to the hero (or the nearest available space) and gets one free attack on the searching hero. This immediately ends the heroes turn.

BETWEEN QUESTS

Upon completing a quest all the hero's Body Points and Mind Points are restored to their starting values, and the Elf and Wizard's spells are refreshed.

Players should note down on their Character Sheet any Treasure cards they are holding and then return the cards to the deck. The players may then use their gold to buy and sell Equipment and Potions, and to hire Mercenaries.

Finally the players may 'stash' and equipment, items and gold. Stashed objects are left behind somewhere secure when the characters embark on their next quest. Stashed gold and gear is therefore safe and will not be lost in the event of death. Mark stashed items on your Character Sheet.

EQUIPMENT AND POTIONS

Equipment and Potion cards detail items that the heroes may find on their adventures or may purchase between quests. Note that some equipment has restrictions on which heroes may use them.

Though there is only one card for each type of equipment, there are no limits to how many may be bought. Once purchased, the player should note their new item on their Character Sheet and return the card to the deck.

Equipment and Potions may also be sold at *half* their listed value. Note that some Potion cards have no gold value on them, and these may not be bought or sold.

Potions may be used at *any* time, and this does not count as an action. For example if a hero receives a blow that would take them below zero Body Points, they may immediately use a Healing Potion to restore themselves up to 4 Body Points.

There may be times when a player is instructed to take a random potion. In this case simply shuffle the Potion deck and draw a card.

During a game, characters who are adjacent may swap potions, scrolls and equipment as a free action.

SPELL SCROLLS

Spell Scrolls are single-use items that may be used by *any* character regardless of their magical ability (even with only 2 Mind Points, the Barbarian can still presumably read!)

There may be times when a player is to receive a random Spell Scroll. In this case, simply shuffle the Spell Scroll deck and draw a random card.

MERCENARIES

Between quests heroes may hire mercenaries to assist them on their next adventure. See Appendix D (page 203) for details on the different classes of mercenaries available.

These henchmen must be paid an upfront cost to be hired for their first quest. Should a hero wish to keep them on further, the mercenary must be paid 20 gold after each subsequent quest, or they will leave to find a more successful employer.

Mercenaries are controller by the player who hired them, and take their turn after the player's hero has taken theirs. Mercenaries do not collect any treasure. Mercenaries may only move, attack and defend (except for Scouts, who can detect and disarm traps).

DEATH

The heroes live dangerous lives, and sooner or later they will meet their fate, reduced to zero Body Points in some forgotten dungeon. Dead heroes are out of the game for the rest of the quest. Any gold the hero was carrying is lost, but their equipment and items remain where the player died, and may be picked up as a free action.

At the end of the quest, the player whose hero died may create a new hero for the next adventure.

CAMPAIGNS

Campaigns are a series of quests designed to be played one after the other in order to tell an epic tale. Over the sequence of a campaign the heroes will find vast treasures, acquire new and magical equipment and suffer setbacks and defeats.

The second part of this book details several campaigns in order of increasing difficulty. It is recommended they are played in order so that the heroes get a chance to equip themselves with the gear they will need to survive the harder quests. Note that some campaigns have specific rules which affect the way they are played.

This book also contains several stand-alone adventures that can be played either as single session games, or inserted into a campaign where it makes narrative sense.

ADVICE FOR THE EVIL WIZARD PLAYER

With so many possible interacting parts, there will be situations that come up that are not covered by the rules. As Morcar you are the player running the game, and the final say in rule interpretation will come down to you. In these cases you must try to be fair and keep the game fun for everyone.

However, within the rules you should always be trying your best to win! Heroquest is at its most fun when the heroes are under pressure. Save Evil Wizard cards for when they will be most effective. Pick on the weakest hero; don't feel bad about attacking the Wizard if the other players leave him exposed! Do what you can to encourage the heroes to split up and get greedy for treasure. Individual monsters may seem weak, but use their advantage of numbers to surround the heroes and maximise their chances to attack.

As the Evil Wizard player you will rarely win in the strict sense of wiping out the heroes, but if you can make them sweat and bleed for every victory you are doing your job well.

ADVICE FOR THE HERO PLAYERS

Hero players must learn to manage risk and know when not to be greedy. Your Mind and Body points are your essential resources that you must monitor carefully. Remember it is always better to run away and try a quest again than die and lose your gold, or maybe even all your gear! Of course, always keeping a healing potion handy goes without saying.

Stick together. Four heroes clumping together can be inefficient however, so splitting into two teams of two is usually the best. A lone hero can quickly be surrounded and overwhelmed.

Heroes may search a room or corridor an unlimited number of times, but beware! As potion cards are removed the deck becomes ever more dangerous, wandering monsters and traps will steadily wear down your Body Points.

The more time you waste, the more chance Morcar has of getting a really nasty Evil Wizard Card, but don't forget to search chests and any suspicious looking rooms or corridors for traps.

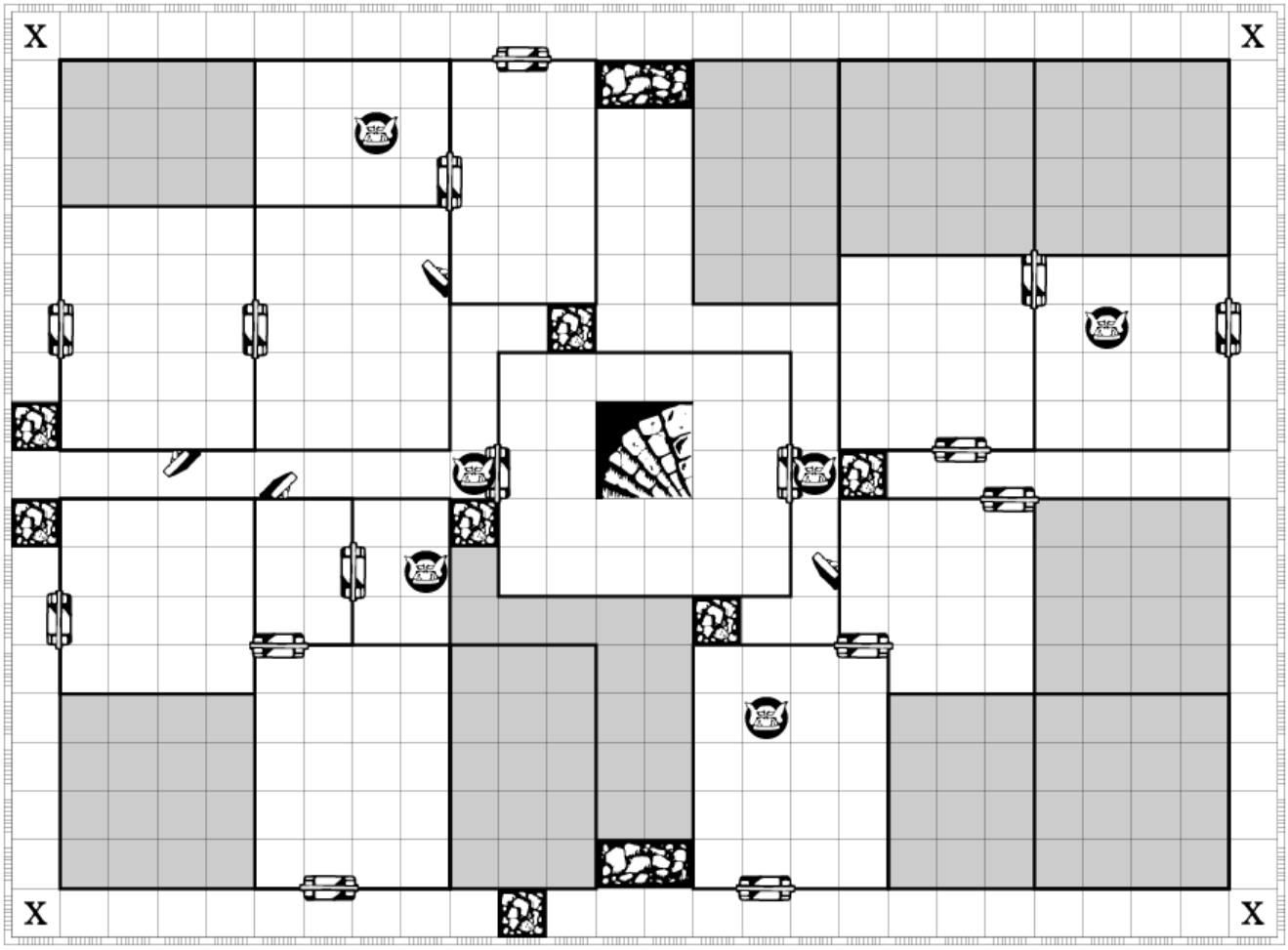
The Wizard is the hardest class to play, but has the potential to be very powerful. A Wizard player must learn to use their spells wisely. The other players should look after the Wizard and make sure the monsters never get a chance to attack him. He may seem like he needs babysitting a lot, but you will be grateful when the Wizard destroys a boss monster with a Genie, or saves you from death with a healing spell!

THE GATHERING STORM

By Stephen Baker

The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly, Mentor walks over to the fire. "Well, my friends, your training is complete. You are not yet true Heroes, you have yet to prove yourselves. But first, let me tell you of Morcar...

Many centuries ago, Morcar was my apprentice. He worked hard and learned quickly. But impatience devoured him. He wanted to learn more powerful magic. I told him of the dangers, and that he should be patient, for in time he would become a great Sorcerer. But Morcar could not wait; each night he broke into my study and read my spell books. The secrets that were held within them were great indeed. Once he learned these secrets, Morcar fled. When I caught up with him, I found him greatly changed. He had pledged his allegiance to the Great Powers of Chaos. Fool! He saw magic, only as a short-cut to power and paid no heed to the terrible price he would have to pay. I tried to reason with him, but to no avail. He laughed in my face and then unleashed a terrible spell which I was hard-pressed to counter. For many days we battled, but Morcar had allies stronger even than I, and I could not defeat him. In the end, as we both weakened, he fled and sought refuge in the Northern Chaos Wastes. There he licked his wounds and honed his skills, conjuring ancient powers with which to overthrow the Empire. I must watch Morcar and measure the strength of his magic. The powers Morcar has called upon will destroy us all if I relax from this vigil. Morcar's legions threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Empire must again look for Heroes and to this end have I trained you. Each of you must complete 14 Quests. If you do this, you will be acclaimed as Champions of the Realm and dubbed Imperial Knights. Only then will you be on the road to becoming true Heroes. I shall speak with you again on your return—if you return..."



- Quest 1 -

The Maze

"This will be your final test before you set forth. Be sure to use all the skills that you have been taught. You must attempt to find your way out. Several monsters have been placed in the Maze. They will try to stop you, so take care. Whoever finds his way out first will be rewarded with 100 gold coins. This may be used to buy equipment for the adventures to come."

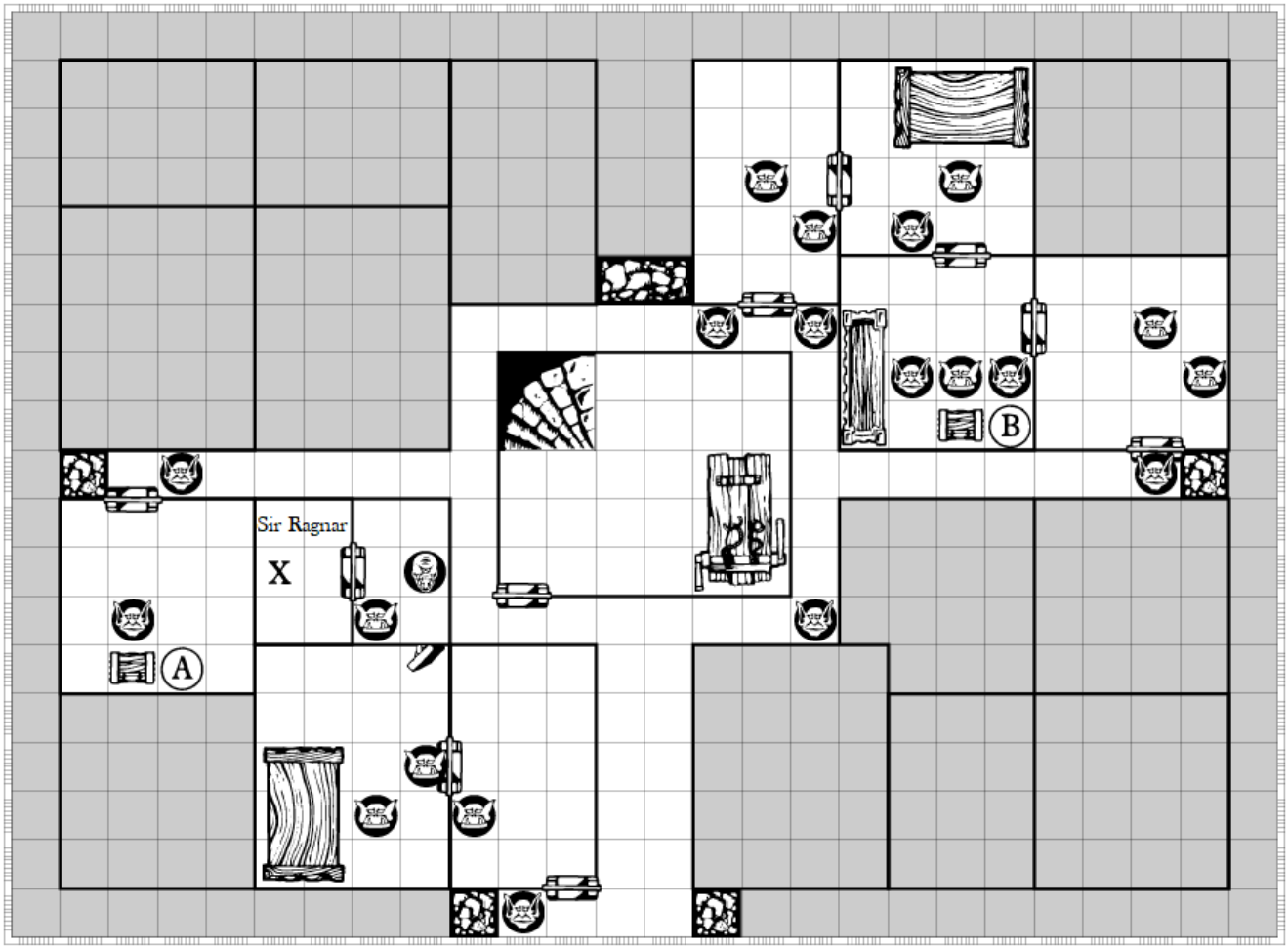
This is a very simple tutorial quest designed to teach the basic game mechanics to younger players and those new to dungeon crawling adventure games. Feel free to skip this quest if you feel you and your friends have a good understanding of the rules. Those of you looking for The Trial will find it on page 143.

At the start of the game put out everything the players can see. Remember not to put out the secret doors until a player searches for them.

The Xs show where the heroes start the game.

To finish the quest all the heroes must reach the spiral staircase in the centre. The first player to do so receives 100 gold coins.

Wandering Monster: Orc



- Quest 2 -

The Rescue of Sir Ragnar

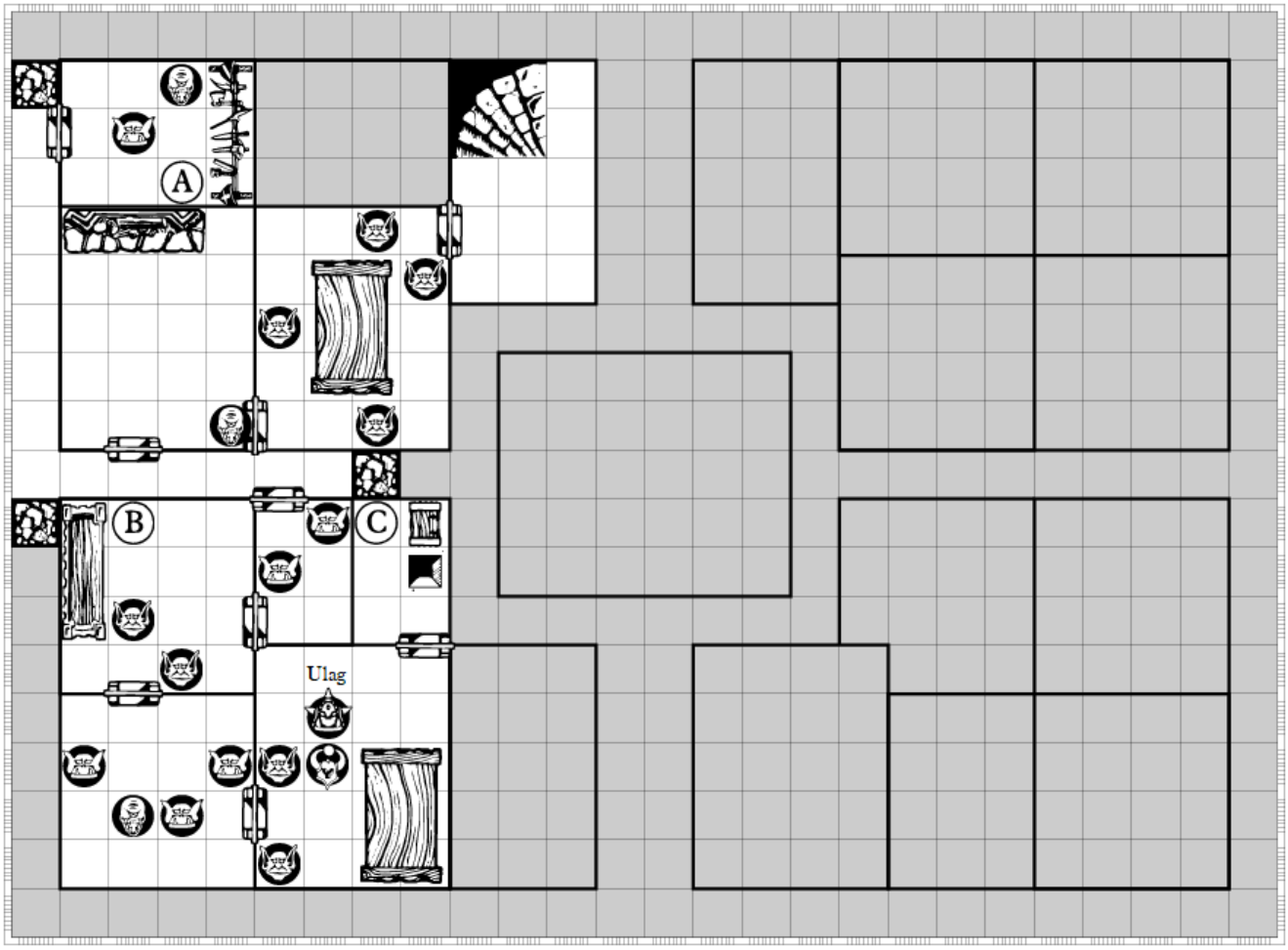
"Sir Ragnar, one of the Emperor's most powerful knights, has been captured. There is reason to believe that he is being held prisoner by Ulag, the Orc Warlord. You are to find Sir Ragnar and bring him back to safety. Prince Magnus will pay 200 Gold Coins to the Hero who rescues Sir Ragnar. The reward may be split between several adventurers, but no reward will be paid if Sir Ragnar is killed whilst escaping."

A The treasure chest has a trap with a poison needle on it. If a Hero searches for treasure before the trap is disarmed, he will lose 1 Body Point. The chest is empty.

B The first Hero who searches the room for treasure will find 60 Gold Coins inside this chest. He will also find a Potion of Healing, which will restore up to 4 lost Body Points when consumed.

FINDING SIR RAGNAR When Sir Ragnar is found an alarm sounds. Use the plastic Chaos Warlock figure to represent Sir Ragnar on the board. Place ALL remaining monsters, doors and furniture on the board. All doors are now open. Sir Ragnar should be moved by the Hero who opened the door to his cell. (Heroes cannot search for treasure in the cell.) The Hero takes his regular turn first, and then rolls one Red Die to move the wounded knight. Sir Ragnar must be moved back to the stairs alive to collect your reward (see parchment text above). Sir Ragnar may not attack but may roll 2 dice to Defend. He has 2 Body Points left.

Wandering Monster: Orc



- Quest 3 -

Lair of the Orc Warlord

"Prince Magnus has ordered that the Orc Warlord 'Ulag, who was responsible for the imprisonment of Sir Ragnar, be sought out and destroyed. When 'Ulag is destroyed, the Heroes will receive a reward of 180 Gold Coins to be divided among them. Any treasure found in 'Ulag's stronghold may be kept by the finder alone."

A This is the Orc's Armoury. The first Hero who searches for treasure will find a staff that he may add to his character sheet or may give to another Hero. This staff is exactly like the one described on the Equipment Card.

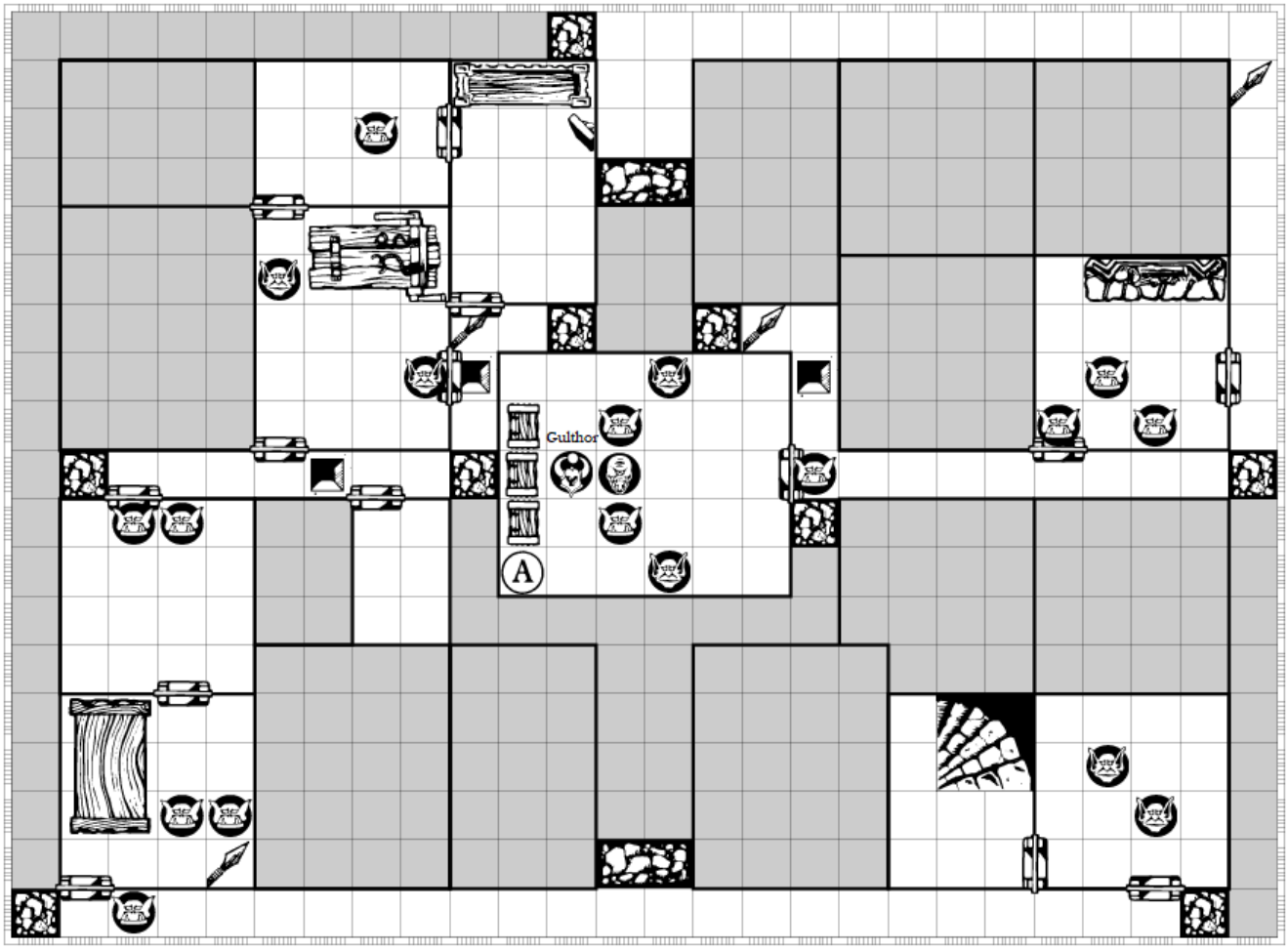
B The first Hero who searches for treasure will find 24 gold coins and a Potion of Healing in the cupboard. The Potion will restore up to 4 lost Body Points when consumed.

C This treasure chest contains a trap. Anyone who opens the chest without searching for traps will lose one Body point. The chest contains 100 gold coins.

Ulag Use the orc figure with the large sword to represent Ulag. Ulag has the following stats:

	Move	Attack	Defend	Body	Mind
Ulag	10	4	5	6	3

Wandering Monster: Orc



- Quest 4 -

Prince Magnus' Gold

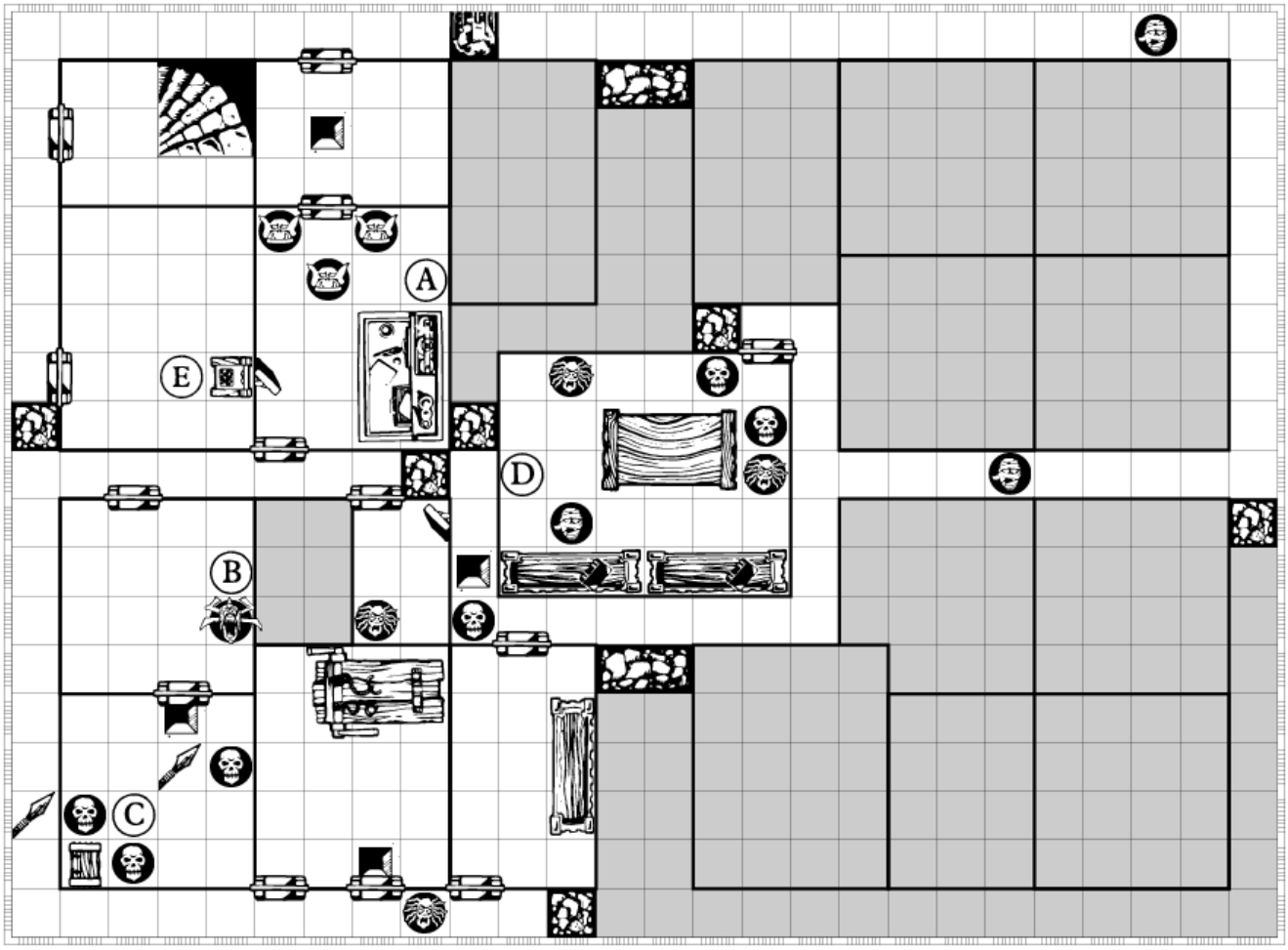
"Three treasure chests have been stolen while being taken to the Emperor. A reward of 240 Gold Coins has been offered to any group of Heroes who return the chests and ALL of the Gold. The thieves are a well-known band of Orcs whose lair is in the Black Mountains. They are led by Gulthor, a Chaos Warrior."

A These are the three chests. They are marked with the Prince's royal seal. Each chest is locked and contains 250 Gold Coins and other items of value to the Prince and the Emperor. A Hero can carry only one chest at a time. When carrying a treasure chest, a Hero can only roll ONE Red Die for Movement. The Heroes cannot keep the gold inside the treasure chests.

Gulthor Gulthor is a chaos warrior with some arcane knowledge. He knows 2 Chaos Spells that he may cast (one per turn) instead of attacking. Draw two random Chaos Spell Cards for Gulthor. Gulthor has the following stats:

	Move	Attack	Defend	Body	Mind
Gulthor	6	4	4	6	3

Wandering Monster: Fimir



- Quest 5 -

Melar's Maze

"Long ago, a powerful sorcerer by the name of Melar created a Talisman which would enhance the wearers understanding of magic. He kept the talisman with him at all times, fearing it might be stolen and used by the allies of Morcar. It is said that he left the Talisman in his laboratory at the heart of his Maze. Melar's Maze is guarded by many traps and magical guardians. It is also rumoured to be haunted by those who have sought the Talisman and perished in the attempt...."

A The first Hero to search for treasure will find a half-filled flask sitting on the alchemist's bench. It is a Potion of Healing that will restore up to 2 lost Body Points when consumed.

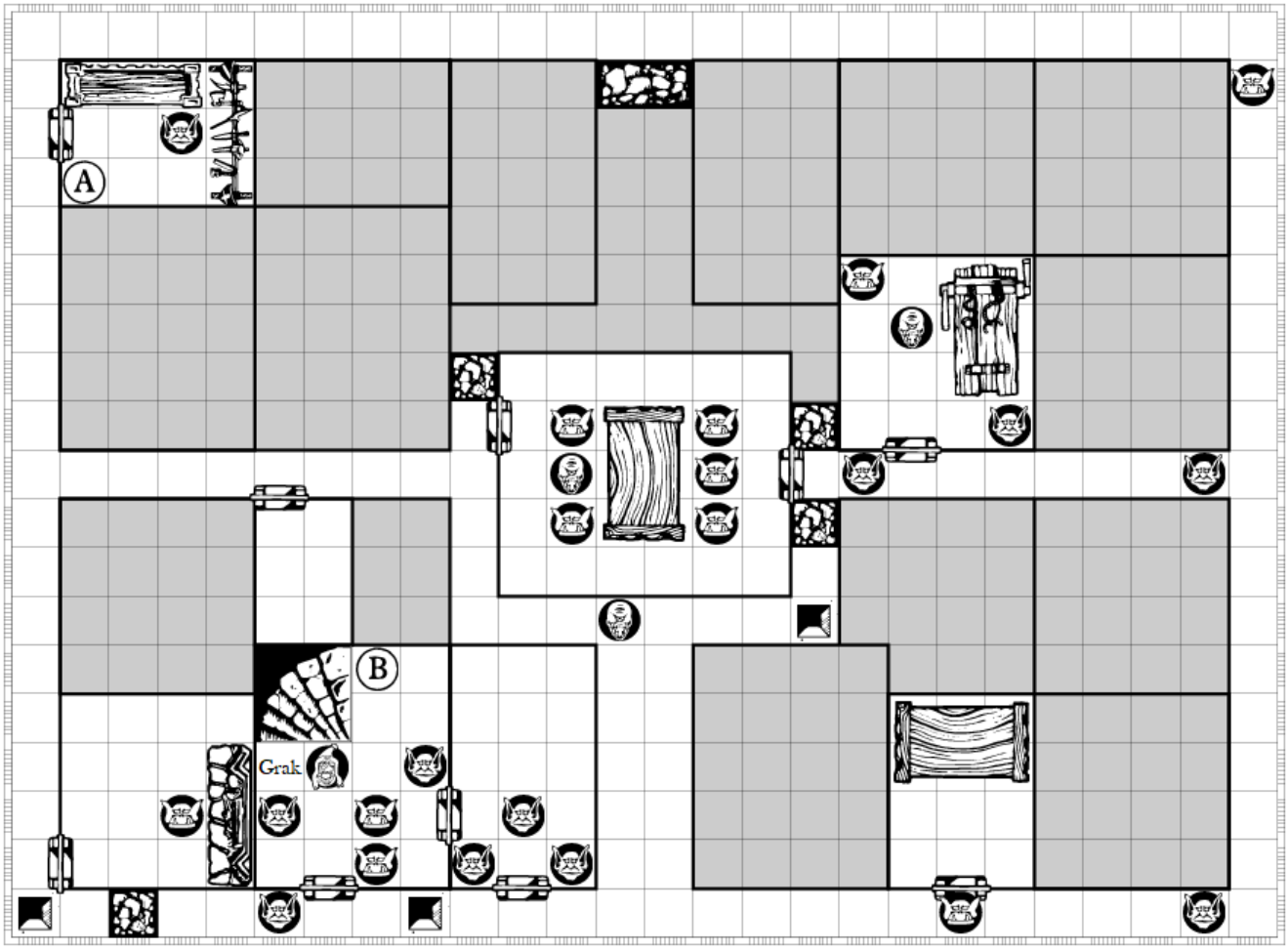
B This chamber contains a Gargoyle that appears to be paralyzed. The Gargoyle will not move at first and will only "come to life" after one of the Heroes open the door that leads into the next room. The Gargoyle cannot be harmed (takes no damage) until it has either moved or attacked a Hero.

C The chest is filled with poisonous gas—it is a trap! If a Hero searches for treasure before the trap is disarmed, he will lose 2 Body Points. The chest also contains 144 Gold Coins. There is no other treasure in this room.

D The first Hero who searches for treasure will find the Talisman of Lore. The Talisman is a magical artefact. Its use is explained on the matching Artefact Card.

E If a Hero searches for secret doors, he will find nothing on either side of the wall. However, if a Hero searches for treasure he will find Melar's Key. Upon touching it, the key will disappear and the throne will slide sideways, revealing a secret door!

Wandering Monster: Zombie



- Quest 6 -

Legacy of the Orc Warlord

"'Ulag's foul offspring, Grak, has sworn revenge on those who killed his father. Although it has taken him several months, he has finally tracked you down and captured you in an ambush. Now you are all held prisoner in his dungeon while he decides when and how you will meet your fate. 'While the guard sleeps outside of your cell, however, you manage to pick the lock with an old rat bone. 'You must find your equipment and escape."

Heroes begin their Quest in the room marked CELL. Heroes cannot search for treasure in the cell. All of the Heroes equipment has been taken. They may not use any equipment (weapons, armour, potions, etc.) or cast any spells until they locate their equipment. A Hero with no weapons or armour rolls 1 Die to Attack and 2 Dice to Defend.

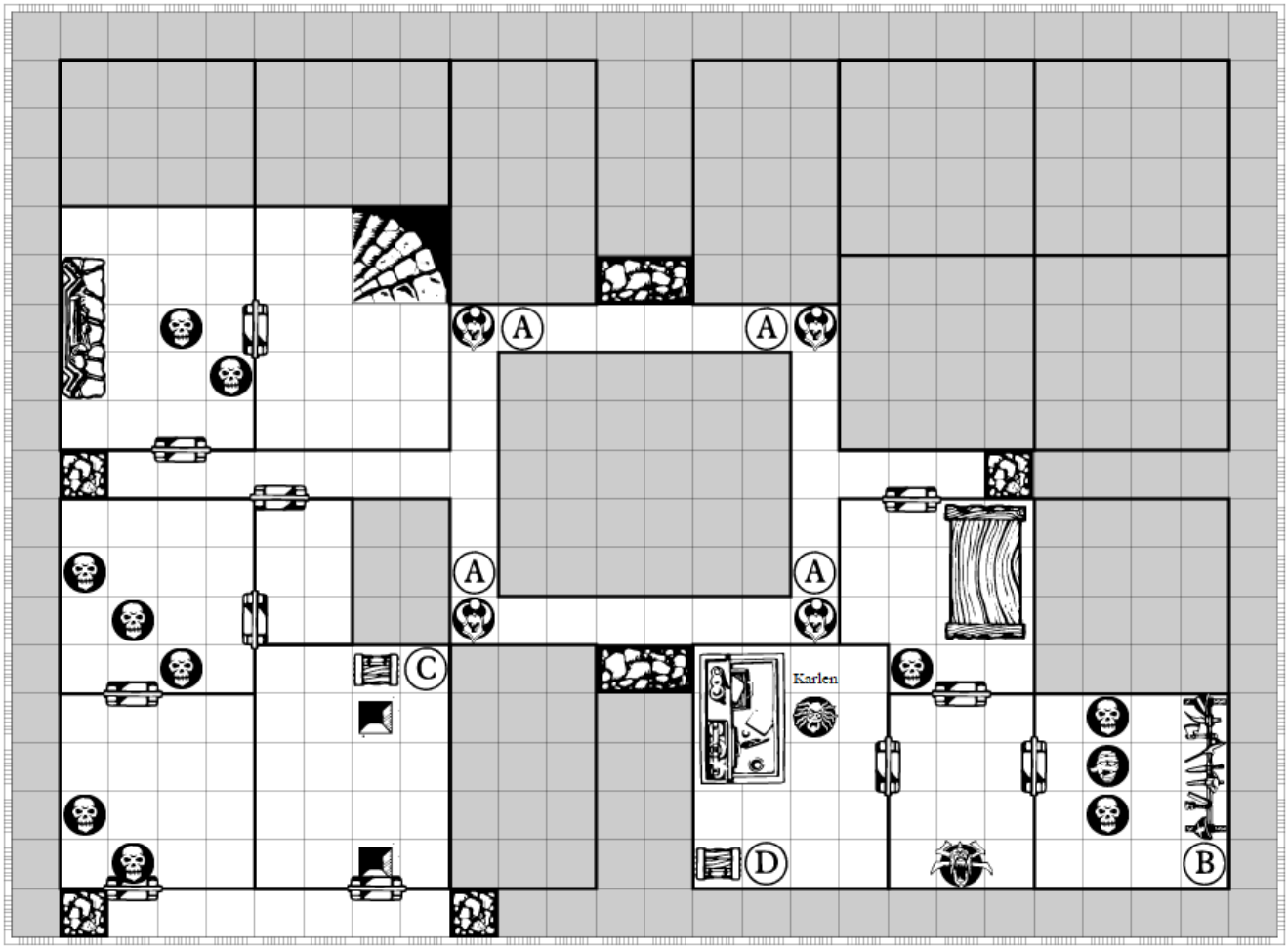
A The Heroes' equipment is stored in the cupboard in this room. When the room is searched for treasure, the equipment will be found. Each remaining Hero must then enter the room to collect their belongings. The Wizard and Elf may again cast spells once they enter the room and reclaim their magical powers.

B These stairs lead out of the dungeon to freedom. Any Hero who manages to move onto the stairway tile has escaped. Use an Orc figure for Grak. He is an extra tough-looking Orc who is holding a staff exactly like the one described on the Equipment Card. Grak is also wearing a Wizard's Cloak. Its use is explained on the matching Equipment Card. If Grak is killed, the cloak will be of special interest to the Wizard. Give him the matching Equipment Card. Grak has the following stats:

	Move	Attack	Defend	Body	Mind
Grak	8	4	4	5	3

Grak knows 3 Chaos Spells that he may cast (one per turn) instead of attacking. The spells are: **Fear**, **Sleep** and **Tempest**. (Refer to the Chaos Spell Cards for details.)

Wandering Monster: Fimir



- Quest 7 -

The Lost Wizard

"The Emperor's personal wizard, Karlen, has disappeared. The Emperor fears that either he has been murdered or has succumbed to the lures of Chaos Magic. You must find out what has happened to Karlen and, if he is alive, bring him to safety. You will be paid 100 Gold Coins each upon returning."

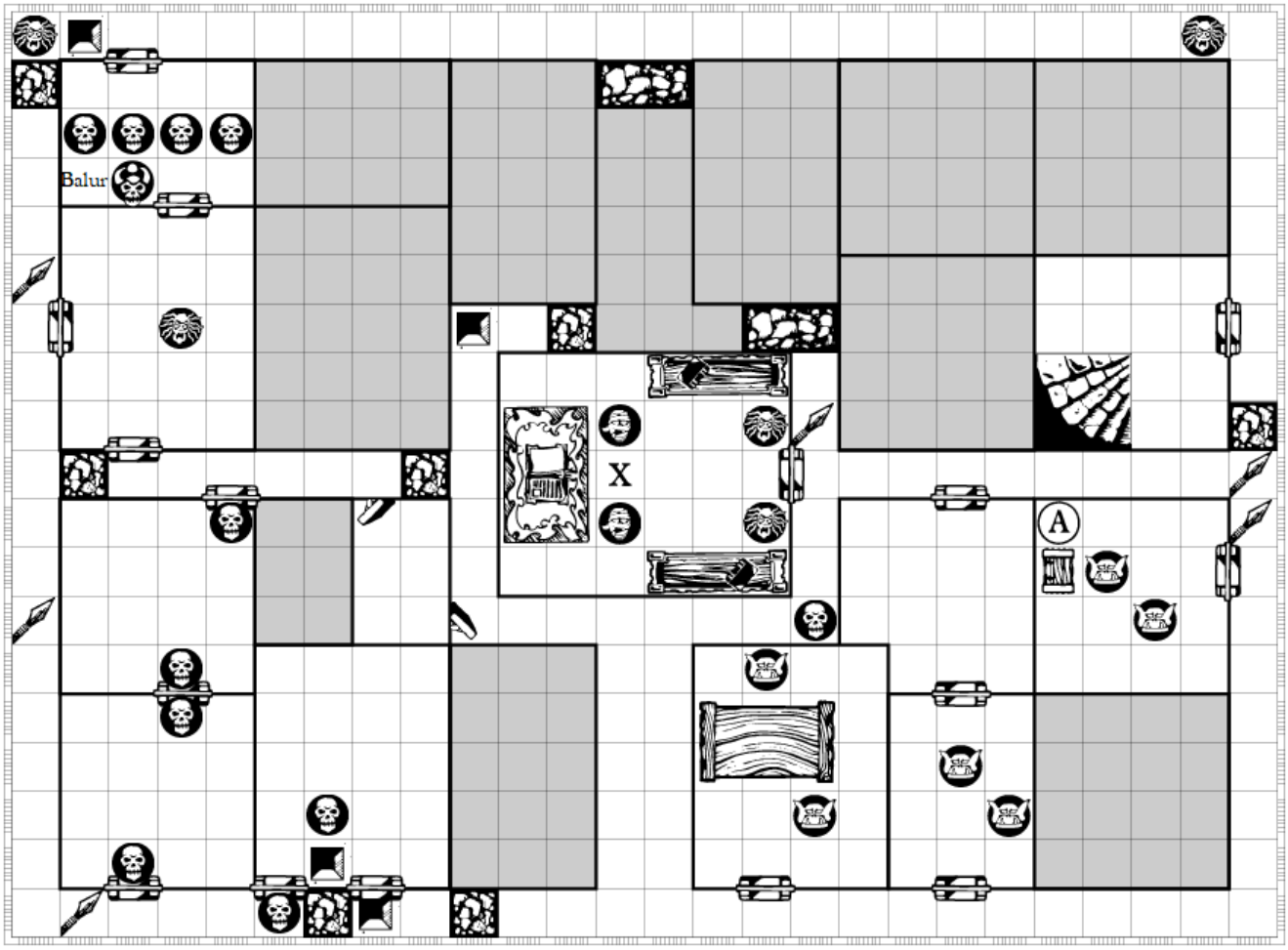
A All Chaos Warriors in this adventure are made of stone and may roll an extra Defend die.

B This is the weapons room. The first Hero who searches for treasure in this room will find the magical artefact, Borin's Armour. Its use is explained on the matching Artefact Card.

C This chest has a trap with a poison needle in it. If a Hero searches for treasure before the trap is disarmed, he will lose 2 Body Points. He will then find a flask filled with an unidentifiable purple liquid. Do no tell the Hero what the liquid is at this time. If he drinks the liquid, it will taste terrible and cause the Hero to temporarily turn into a stone statue. He will be unable to move for 3 of his turns. However, during that time he cannot be harmed. After 3 of his turns, he comes back to life.

D Karlen's treasure chest contains 200 Gold Coins. The zombie in this room is dressed in Wizard's robes. It is Karlen. After destroying Karlen, the first Hero who searches for treasure will find the coins. He will also find some papers on Karlen's bench. These papers prove that Karlen was consumed by the Chaos magic he was experimenting with and was turned into a mindless Zombie.

Wandering Monster: Mummy



- Quest 8 -

The Fire Mage

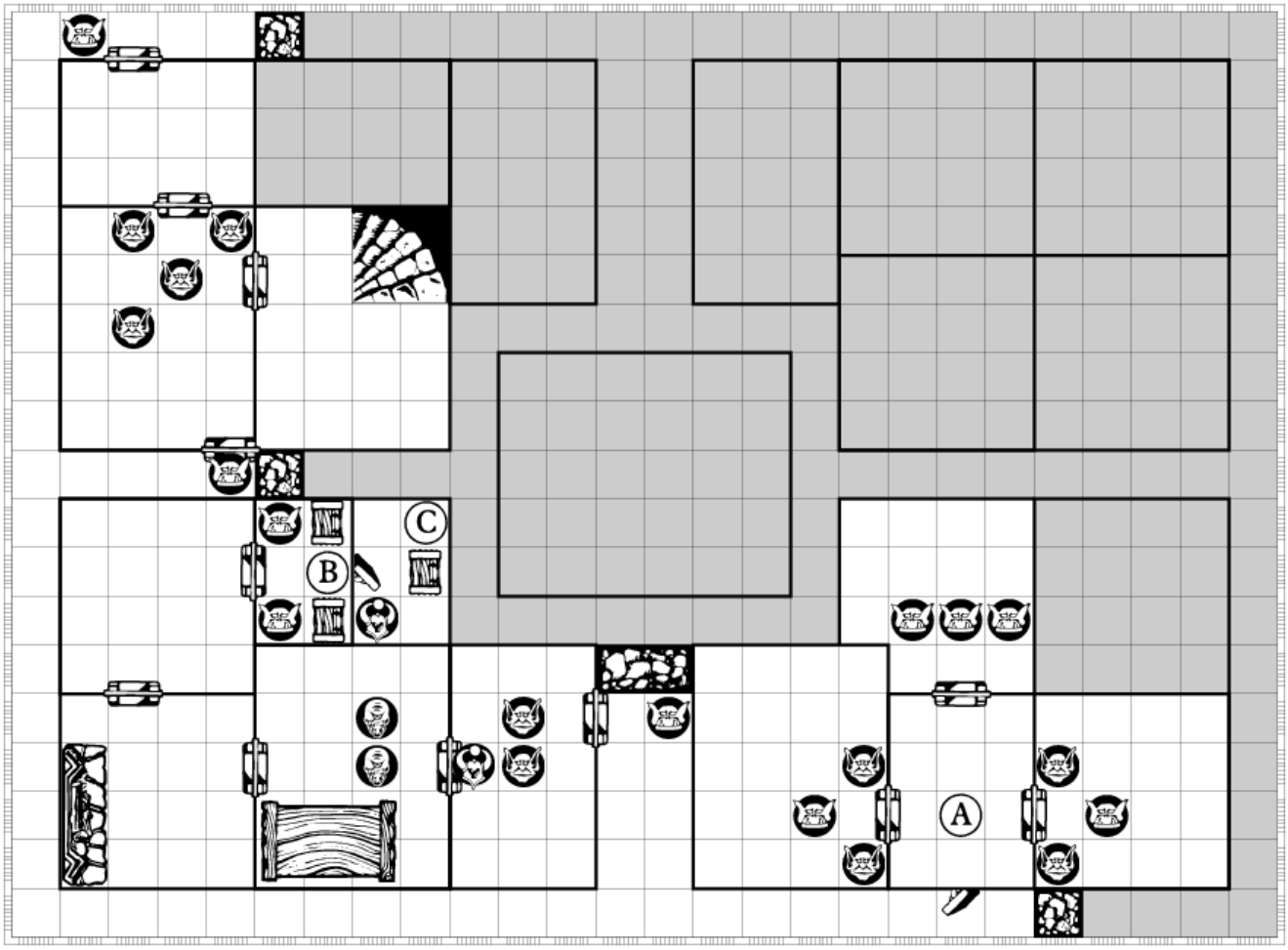
"The Orcs of the Black Mountains have been using fire magic in their raids. Balur, the Fire Mage, is thought to be responsible for helping them. No fire magic can harm Balur and the Emperor's wizards are unable to counter his spells. You have therefore been chosen to enter his lair, deep beneath Black Fire Crag. The Emperor will reward each Hero with 100 Gold Coins for Balur's destruction."

Balur Use the Chaos Warlock figure for Balur. Fire spells do not affect him. Balur has the following spells which he may use once during the Quest: **Ball of Flame**, **Firestorm**, **Tempest**, **Summon Orcs**, **Fear** and **Escape**. (Refer to the Chaos Spell Cards for details.) The Escape spell will teleport him to the square marked "X" in the middle room. If Balur uses the escape spell, do not put him onto that square until the Heroes open the door. Balur has the following stats:

	Move	Attack	Defend	Body	Mind
Balur	8	2	5	5	7

A The treasure chest contains 150 Gold Coins and the Artefact called the Wand of Recall. Its use is explained on the matching Artefact Card.

Wandering Monster: Fimir



- Quest 9 -

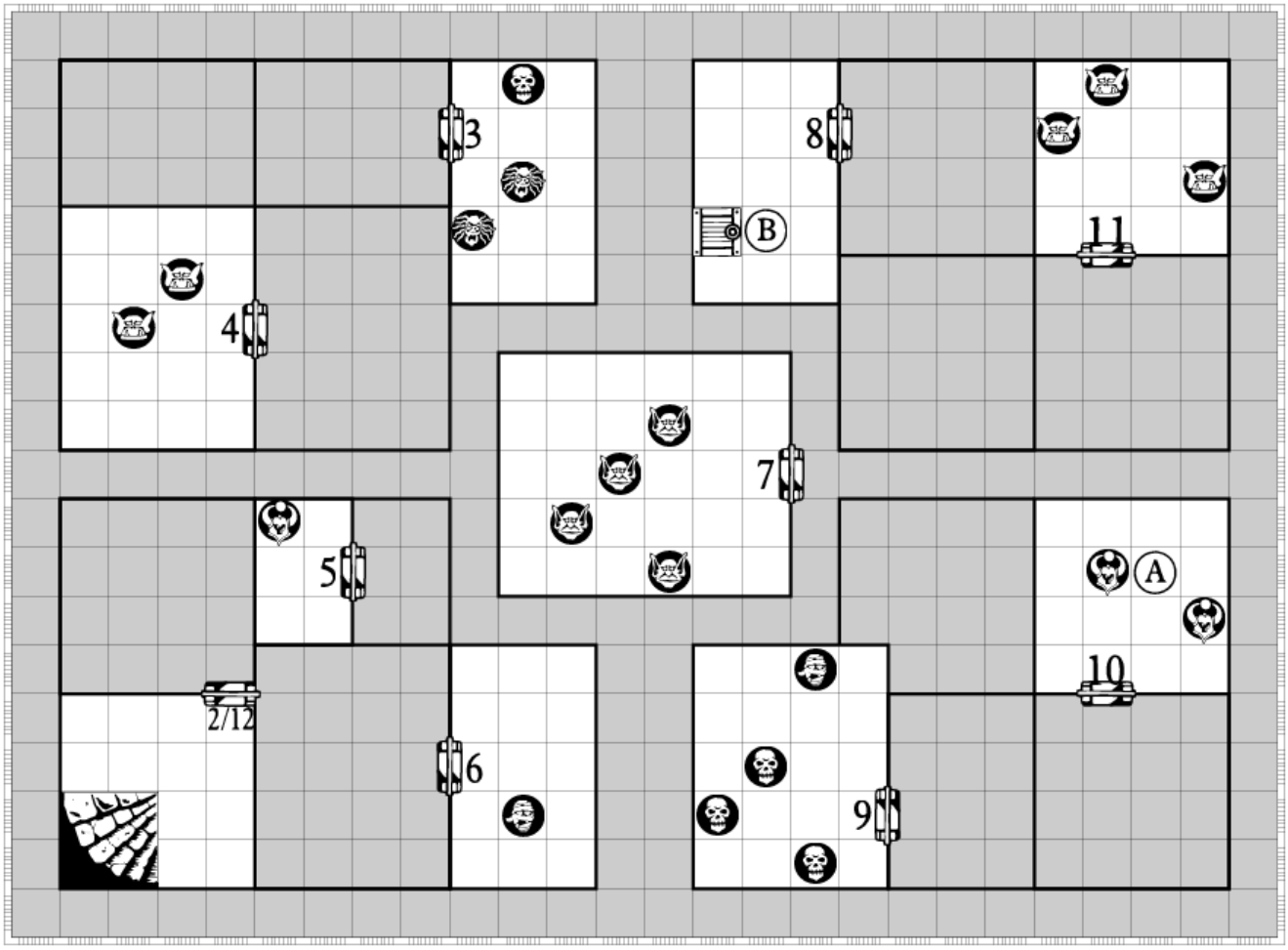
Race Against Time

"A guide has led you into an underground maze that is rumoured to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his torch and in the darkness you hear him laugh. 'Farewell, my Heroes', he sneers as he makes his escape. 'You realize to your horror that it is a trap! 'You must escape or perish in this dark, forgotten hole."

A This is the room where the Heroes begin their Quest.

B These treasure chests each contain 100 Gold Coins.

C This chest has a trap with poisonous gas. If a Hero searches for treasure before the trap is disarmed, he will lose 3 Body Points. Inside the chest is the Artefact called the Elixir of Life. Its use is explained on the matching Artefact Card.



- Quest 10 -

Castle of Mystery

"Long ago, a wizard named Ollar discovered the entrance to a gold mine. Using his great powers, he built a magic castle above the mine to protect it. The lower chamber of the castle has many magical doors and is guarded by a host of monsters who were trapped in time. Can you find the entrance to the gold mine? Others have tried, but the castle thwarted them every time."

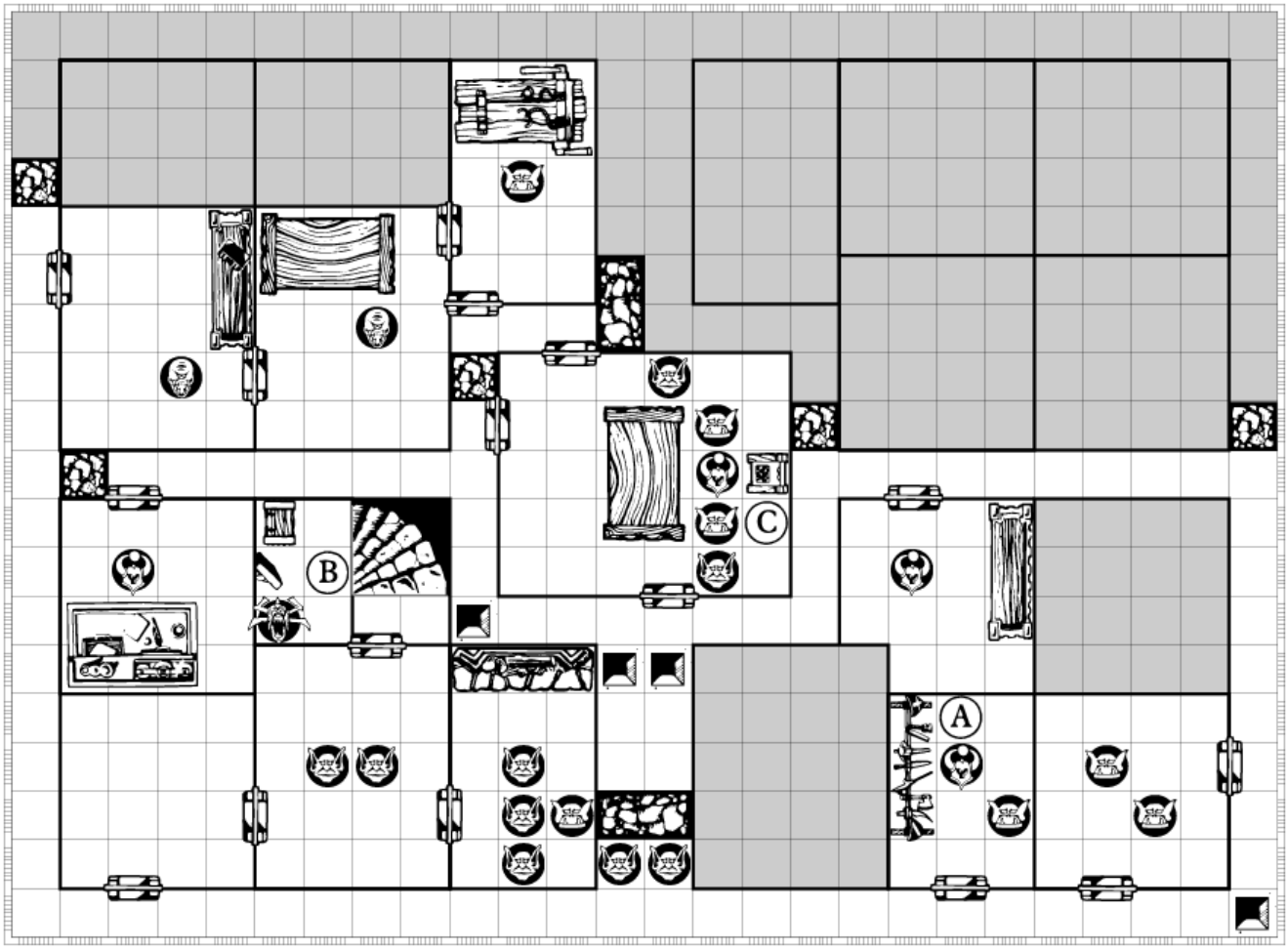
As soon as a Hero moves through any door, he must stop immediately and roll two Red dice. He will then be teleported to the square with the same number as the dice total. If that square is already occupied, he will land on the Hero or monster in the square. The landed-on Hero or monster will lose 1 Body Point and if still alive, must roll 2 Red dice to see where he/it is teleported. If the same square number is rolled, roll again. The first teleported Hero remains on the square. Heroes may only pass through one door per turn!

A If both of these Chaos Warriors are defeated, the first Hero to search for treasure will find that one of the warriors was wearing the magical artefact called the Ring of Return. Its use is explained on the matching Artefact Card.

B This square is the entrance to the mine. Any player who enters this room may take 5,000 Gold Coins. However, as long as he is carrying the gold, he may not Attack or Defend himself. If the Hero puts the gold down, it will disappear back into the mist.

The Quest is over when all of the monsters have been killed or when all of the Heroes have left the Quest by returning to the stairs on a roll of 2 or 12. When the game is over tell the players that all the gold found at the mine entrance is fool's gold, and is worthless. Any other treasure that is found is real.

Wandering Monster: Tell the player that the ghost of Ollar appears, chuckles madly and disappears.



- Quest 11 -

Bastion of Chaos

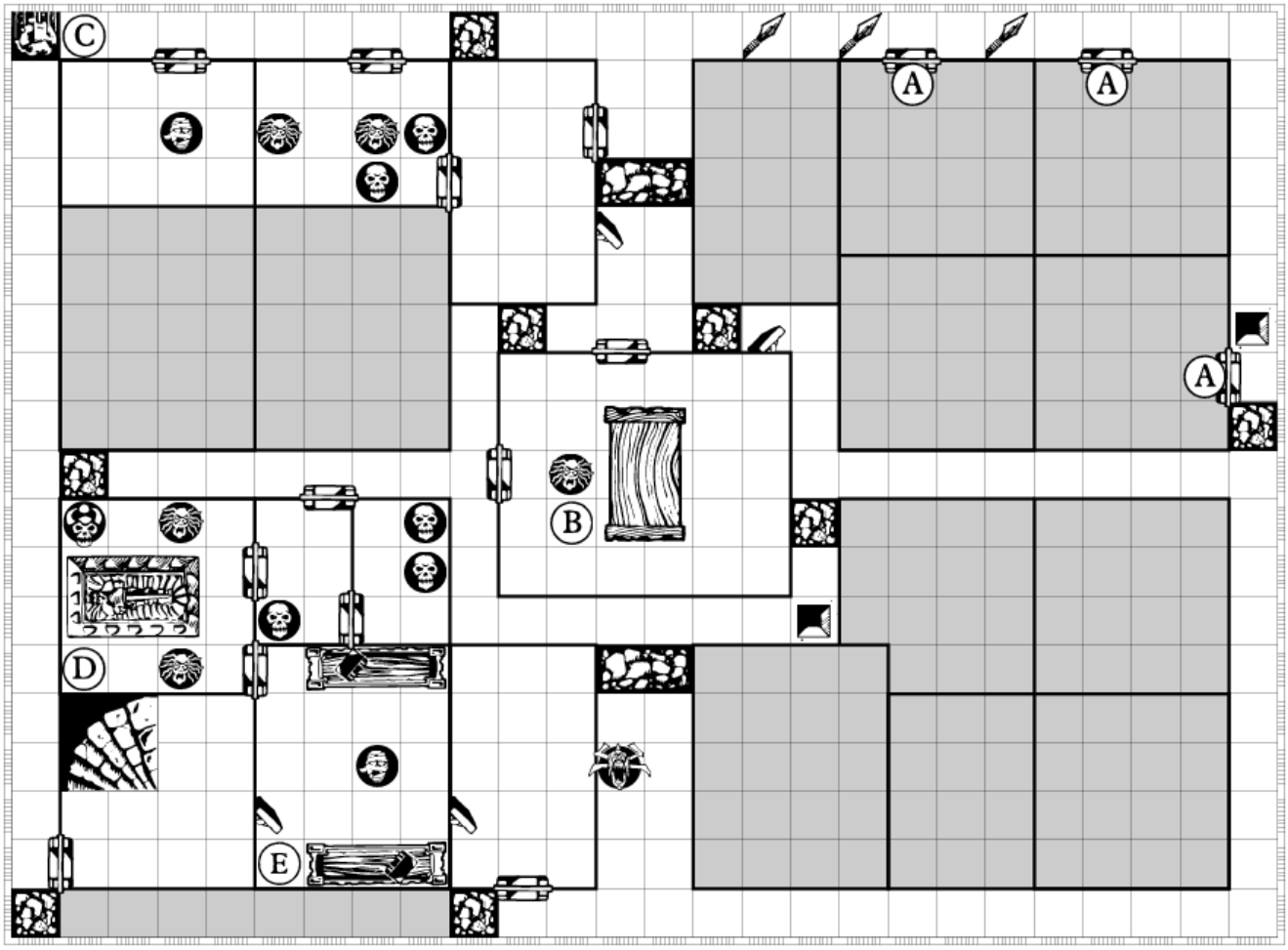
"Lands to the East have been plagued by marauding Orcs and Goblins. The Emperor has ordered that a band of worthy Heroes should be sent forth to destroy them. The Orcs are well-protected in a strong underground fortress known as the Bastion of Chaos. They are led by a small group of Chaos Warriors. You must fight your way in and kill all of the monsters you find. A Hero will be paid a bounty of 10 Gold Coins for each Goblin killed: 20 Gold Coins for each Orc killed: 30 Gold Coins for each Fimir killed: and 50 Gold Coins for each Chaos Warrior killed."

A This is the Armoury. The first Hero to search for treasure will find a shield exactly like that one described in the Armoury on the Equipment Card. All the other weapons here are unusable.

B The Gargoyle appears to be a stone statue that does not move. The treasure chest is a trap. If a Hero searches for treasure before the trap is disarmed, the Gargoyle will spring to life and immediately attack. If a Hero disarms the trap first, he will discover (be told by you) what would have happened if he had searched for treasure. The Gargoyle cannot be harmed until it has either moved or attacked a Hero.

C This Chaos Warrior has a magic sword. Whoever kills the Chaos Warrior may take the sword as a prize. The sword is the Artefact known as Orc's Bane. Its use is explained on the matching Artefact Card.

Wandering Monster: Fimir



- Quest 12 -

Barak Tor – Barrow of the Witch Lord

"War with the eastern Orcs is brewing and the Emperor needs to unite the lesser kingdoms for the conflict to come. To do this, you must find the ancient Star of the West as worn by the Kings of Legend in ages past. You will be rewarded with 200 Gold Coins (to be divided evenly among all Heroes) when the Star of the West is returned to safety. The Star of the West lies in Barak Tor, the resting place of the evil Witch Lord. He was defeated by the magical Spirit Blade long ago. This blade is the only weapon that can harm him."

A These are false doors and cannot be opened at all.

B The Star of the West is in the Zombie's hand.

C This is a special falling block trap that will collapse automatically after the last Hero passes by it. It will not be sprung by the Heroes as they move onto the square. After if falls, it will forever block that path back to the stairs.

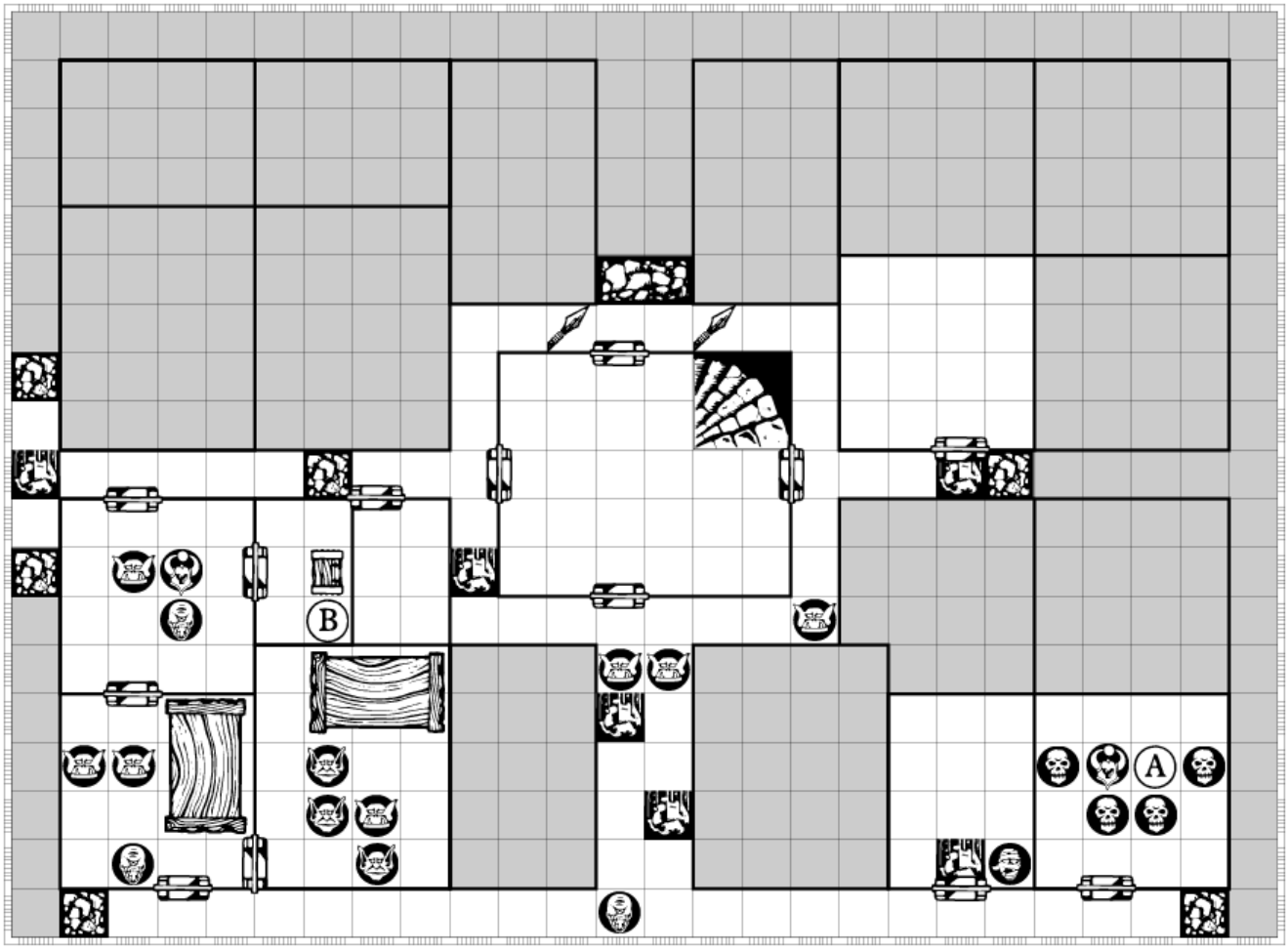
D This is the tomb of the Witch Lord. The Witch Lord will be released from his imprisonment when the first Hero enters the room. Use the Chaos Warlock figure to represent the Witch Lord on the board. Read the text that follows to the players:

"You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken and you must run. Only the Spirit Blade can harm him."

E The first Hero to search for treasure will find a magical staff hidden behind the bookcase. It is the Artefact known as the Wizard's Staff. Its use is described on the matching Artefact Card.

THE WITCH LORD The Witch Lord is not affected by any weapon or spell. Only the Spirit Blade can harm him. The Heroes must try to recover the Spirit Blade in the NEXT Quest. The Witch Lord moves 1 space per turn and rolls 2 Combat Dice when attacking. He also knows the following spells: **Summon Undead**, **Fear**, **Command**, and **Ball of Flame**. (Refer to the Chaos Spell Cards for details.)

Wandering Monster: Skeleton



- Quest 13 -

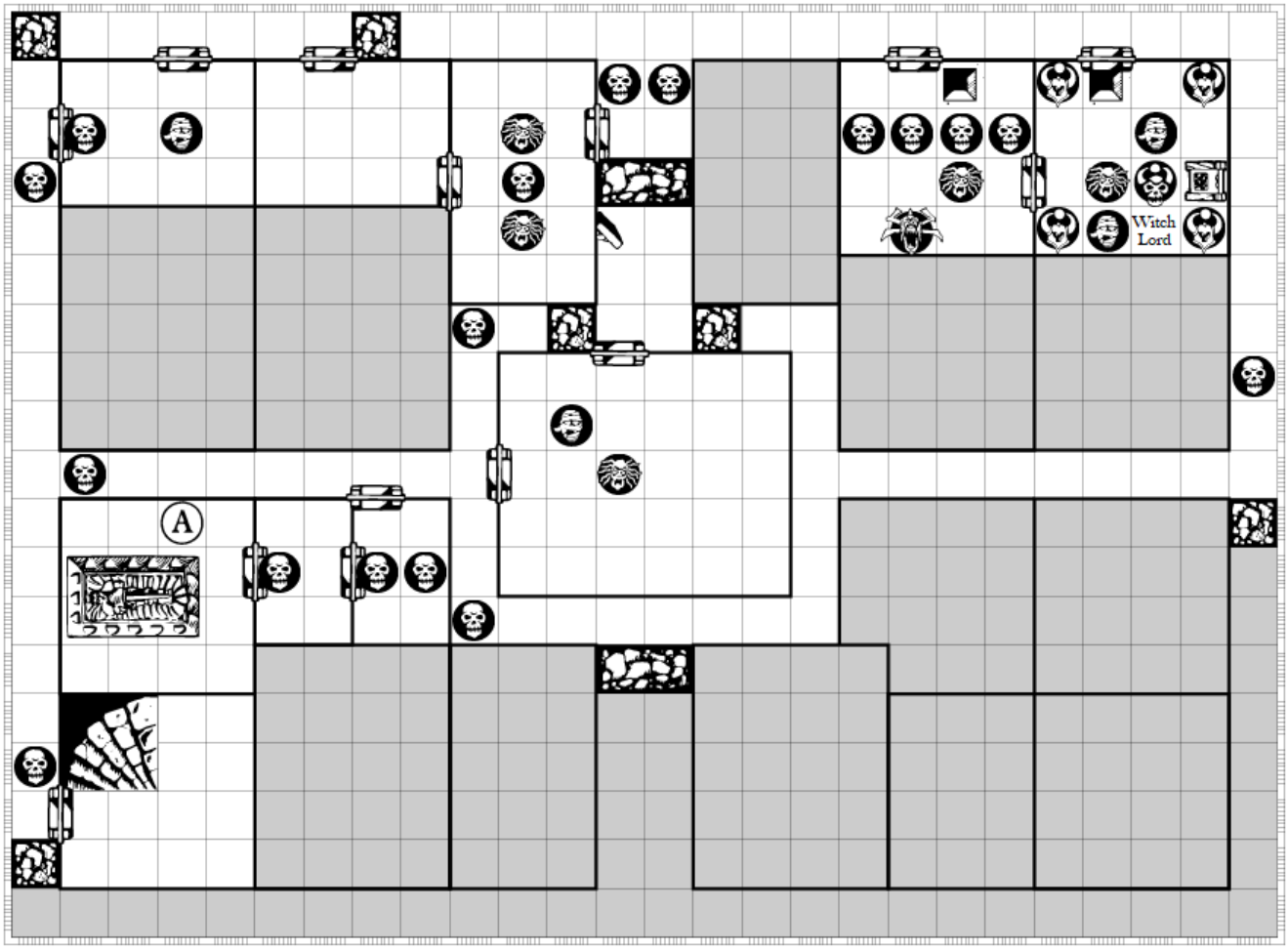
Quest for the Spirit Blade

"You have awoken the Witch Lord! He will pose a most serious threat to the Emperor in the coming war. The Witch Lord must be destroyed before he can bring his army of Undead to attack the Emperor's forces. Your goal in this Quest is to find the Spirit Blade and return it to safety. Only this ancient weapon can harm the Witch Lord. The Spirit Blade was forged by the Dwarves of the World's Edge Mountains and cooled in the Elven Fountain of Leben. The sword now lies somewhere in an ancient ruined temple and you must recover it."

In this Quest, the rules for falling block squares are different. Spaces marked with a falling block show where the ceiling is dangerous. Any player who moves onto one of these squares must roll a Red die. If he rolls a 4, 5, or 6, he will lose 1 Body Point. If the player is equipped with a helmet, he will only lose a Body Point on a roll of a 6. Monsters are not affected by these squares. Do not place the falling block tiles onto the gameboard. These 'traps' cannot be disarmed. Heroes are not blocked by these squares in this Quest.

A The first Hero who searches for treasure in this room will find the Spirit Blade. It is a magical Artefact. Its use is explained on the matching Artefact Card.

B The treasure chest contains 200 Gold Coins.



- Quest 14 -

Return to Barak Tor

"Now that you have found the Spirit Blade, you must return to Barak Tor and defeat the Witch Lord. The Emperor has ridden forth to meet the Eastern Orcs at Black Fire Pass. If you fail, the Witch Lord will lead his army of Undead and attack the Emperor's forces from the rear. Then nothing will remain to prevent the forces of Chaos from overrunning the land!"

A The Witch Lord's tomb is now empty.

The Witch Lord Use the Chaos Warlock figure for the Witch Lord. The Witch Lord is not affected by any weapon or spell other than the Spirit Blade. The Witch Lord is now fully awoken and has grown stronger! Also, he knows the following spells: **Summon Undead** (unlimited uses), **Fear** (which he can cast twice), **Ball of Flame**, **Command** and **Tempest**. Refer to the Chaos Spell Cards for details.

The Witch Lord has the following stats:

	Move	Attack	Defend	Body	Mind
Witch Lord	10	5	6	6	6

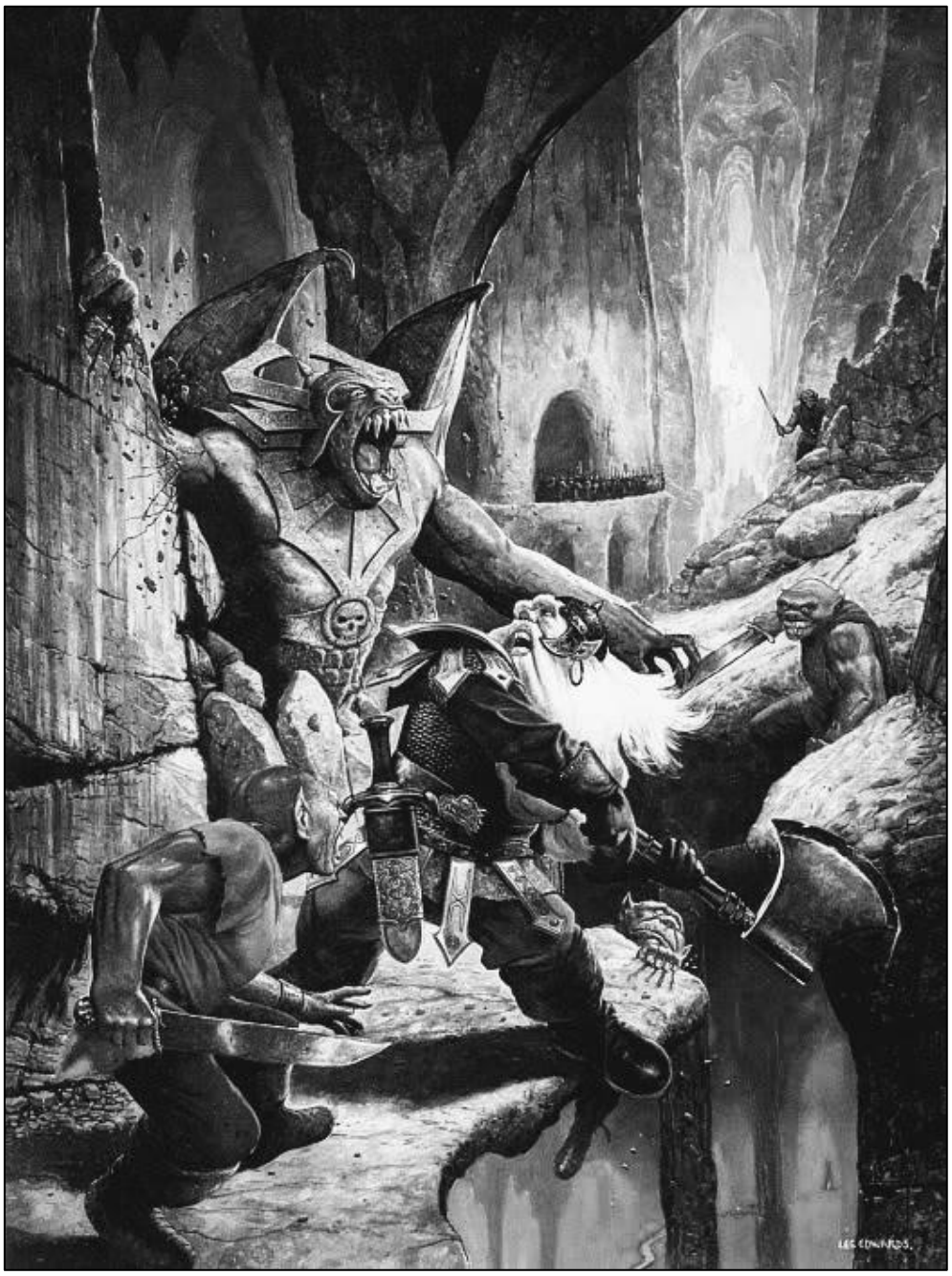
If the Witch Lord is defeated, he will vanish in a puff of foul, black smoke. When the smoke clears the Heroes will hear the tinkle of metal skittering across the floor. On the floor, they will find an Artefact -the magical Spell Ring- which the Witch Lord was wearing. Its use is explained on the matching Artefact Card.

After this Quest is successfully completed, all surviving Heroes are awarded the title of "Champion" by the Emperor!

Wandering Monster: Mummy

EPILOGUE

"You have done well. And yet it seems your task has hardly begun. Dark clouds gather at the Empire's Borders... The Emperor rode with his army towards Black Fire Pass, that perilous mountain route linking the Empire and the Borderlands. No such army has ever been raised in living memory. They drew up their battle lines on the grassy plains at the foot of the mountain road and waited. 'Ere nightfall, the sky darkened and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling man and elf alike with fear. Then came the first assault. Pouring down the mountainside as though it was a gentle slope rather than an almost vertical cliff, the hordes of Morcar fell upon the Empire's defenders. Like a black wave they came; but the lines held and it seemed we should win the day. But I had not reckoned with Morcar. He stood high on a ridge overlooking the battlefield and unleashed his terrible magic. Lightning flashed from his fingertips and exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight. Then came the Doomguard—Morcar's elite force of Chaos Knights. Our army broke and ran. Only the Emperor's personal guard held their ground and many sacrificed themselves to ensure his safe retreat. The remnants of the Emperor's army are now holed up in Karnak Varn-the ancient dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the Emperor and his army. Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not foreseen and was protected from the Spirit Blade. He was sorely wounded, however, and fled to his ancient retreat in the Black Mountains. But soon he will have recovered enough to lead the Legion of the Damned once more. Prepare for future Quests, my friends. The Empire has great need of you. I myself cannot act against these dangers, for I must move against Morcar and strive to weaken his power. Until we meet again, take care my friends. Farewell..." - Mentor



KELLAR'S KEEP

By Stephen Baker

"Friends, as you know, the Emperor is besieged in 'Kellar's 'Keep, the inner bastion of 'Karak 'Varn. The fortress is well defended, but I fear that time is against us. The garrison weakens with starvation, while the enemy grows stronger by the day.

There is a way in which we can help. The great book Loretome has revealed a secret passage to me that has long been forgotten. It will be your task to find this passage and bring the Emperor to safety. The passage is known as Grin's Crag and is named after the Dwarf who first discovered the passage. Grin was a loner, his life devoted to the search for a rich vein of gold. He never found one. 'Yet, whilst searching, he found a narrow footpath running along the edge of an abyss. He explored beyond and found himself in the lower caverns of 'Kellar's 'Keep, the inner bastion of 'Karak 'Varn (the great Dwarven stronghold that lies within the heart of the 'World's Edge Mountains) Grin carved a map onto a stone tablet so that he might find the path again. This he gave to his Lord, 'Belorn.

The 'World's Edge Mountains stretch along the eastern edge of the Empire. Many thousands of years ago the Dwarves made these mountains their home. 'With their great engineering skills they built vast cities that cut deep into the rock. The cities were connected by tunnels that stretched for miles beneath the mountains. On the eastern side of the mountains the Dwarves constructed huge fortresses to guard against the Dark Lands. The greatest of these was 'Karak 'Varn.

The 'Dwarves lived for many years in peace, for the Orcs and Goblins did not dare trouble them after their terrible defeat at 'Keloth's Tor. 'But during this time of peace the 'Dwarves let their fortresses decline. The garrisons became smaller and the guards less vigilant. Then came Morcar. He had been patient and had spent years raising a new army of Orcs and Goblins. 'When the attack came there was no warning. The 'Dwarves fought with great valour but their enemies were too many. One by one the cities fell. Only 'Karak 'Varn held.

'You will need to journey through the Halls of 'Belorn, ancient passages that lie deep beneath the 'World's Edge Mountains. The Halls of 'Belorn are now ruined. They have been stripped of the riches that once adorned the many passages and chambers. Only Orcs and Goblins dwell there now. 'You must make them pay dearly for their trespass.

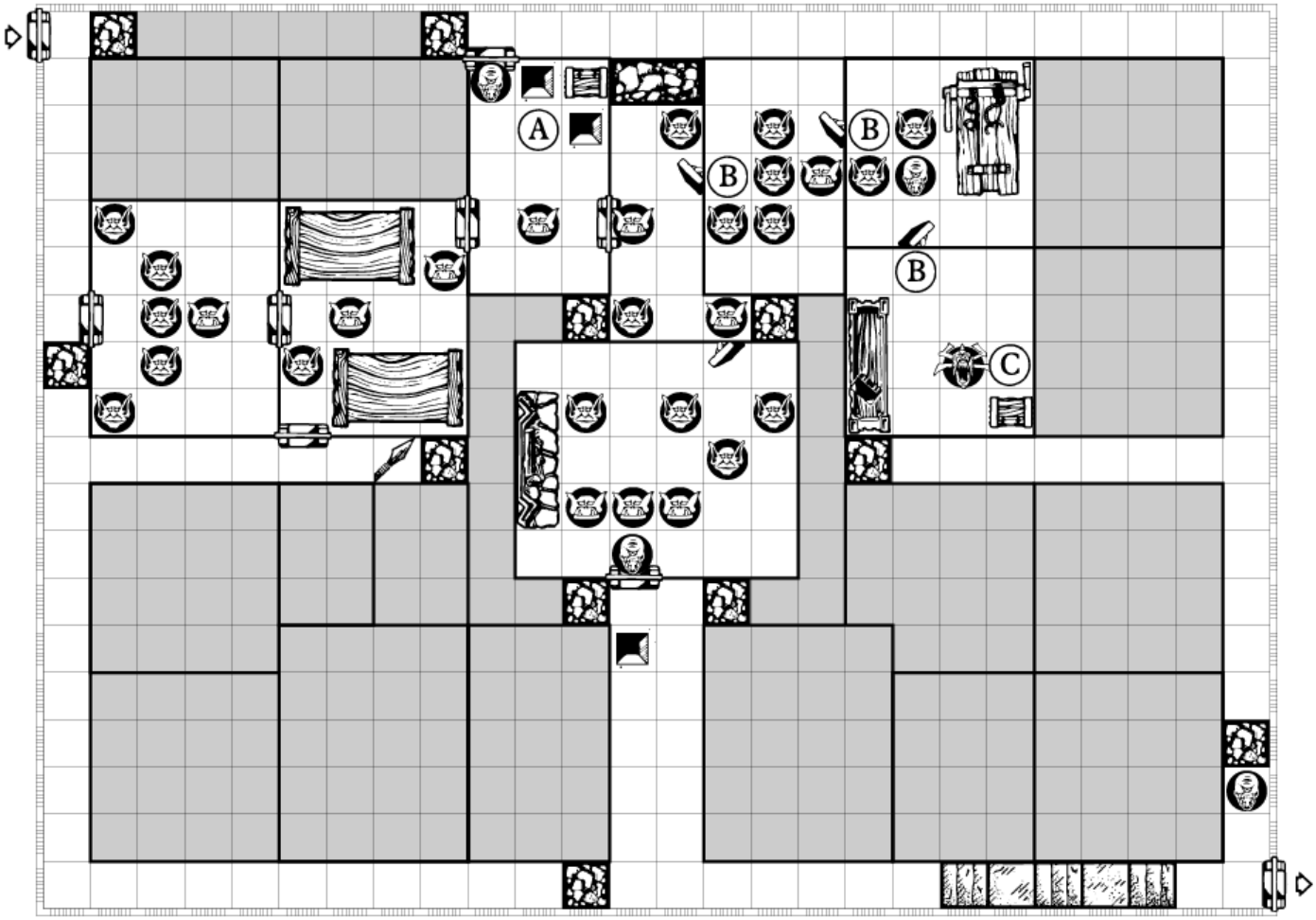
Even Loretome cannot show exactly where the secret passage lies. The four pieces of Grin's map are scattered throughout his halls, you must find them if you are to locate the path to 'Kellar's 'Keep. 'You must not fail, for should you do so, our cause will be lost. I shall take you to the Great Gate, but from there you will be on your own. 'Prepare yourselves, for we leave in the morning." – *Mentor*

HOW TO PLAY KELLAR'S KEEP

The adventures of Kellar's Keep portray the Hero's continuous journey through the perilous dark halls of an abandoned Dwarven stronghold.

The Heroes in this situation would have no opportunity to purchase equipment, hire mercenaries or stash gear between quests. You may wish to play this way if you wish, though it will make for a far harder challenge for the Heroes. Another option is to restrict purchases to only potions, or you may choose to allow unrestricted access to the shops.

Discuss this with your players before you begin the campaign. If you cannot come to an agreement, then I recommend 'potions only'.



- Quest 1 -

The Great Gate

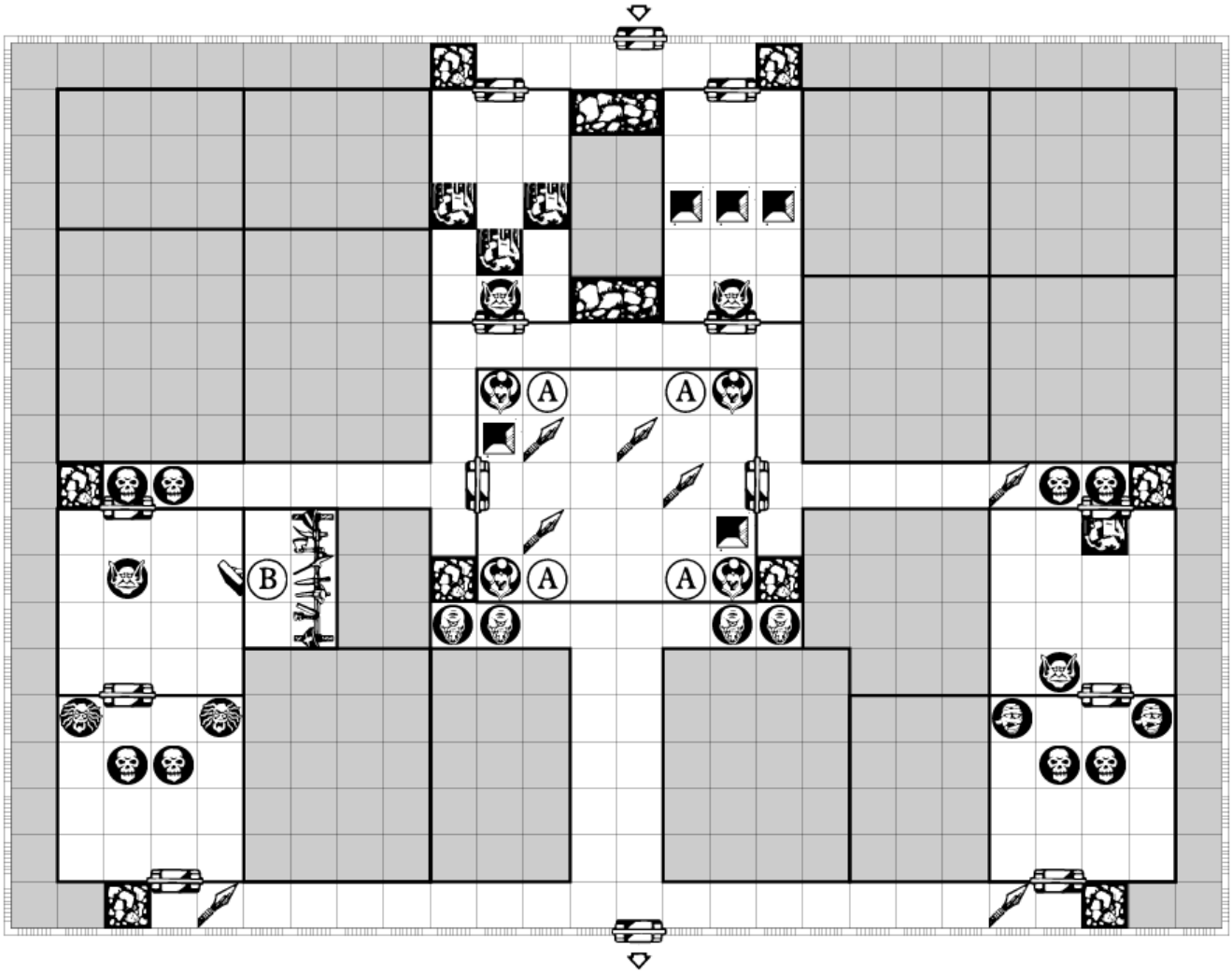
"This is as far as I may go with you: once beyond these gates you will be on your own. This gateway will lead you into the Halls of Belorn. I shall watch over your progress and aid you, if I can. Carry these crystals with you at all times. If the crystal you are carrying glows red look deep into it. This is how I shall contact you when you are in need."

A The treasure chest is empty

B These 3 secret doors are magically controlled and cannot be found by normal searching. You (as Morcar) may place one or more of these door(s) on the gameboard at the beginning of any of your turns. When you do so, you must immediately declare the door(s) open. Then place any monsters on either side of the doors onto the gameboard. You may move those monsters during your turn.

C The Gargoyle appears to be a stone statue that does not move. The chest contains 200 Gold Coins, but it has a trap on it. If a Hero searches for treasure before the trap has been disarmed, the Gargoyle will spring to life and immediately attack. If a Hero disarms the trap first, he will discover (be told by you) what would have happened if he had searched for treasure before disarming the trap. The Gargoyle cannot be harmed until it has either moved or attacked a Hero.

Wandering Monster: Orc



- Quest 2 -

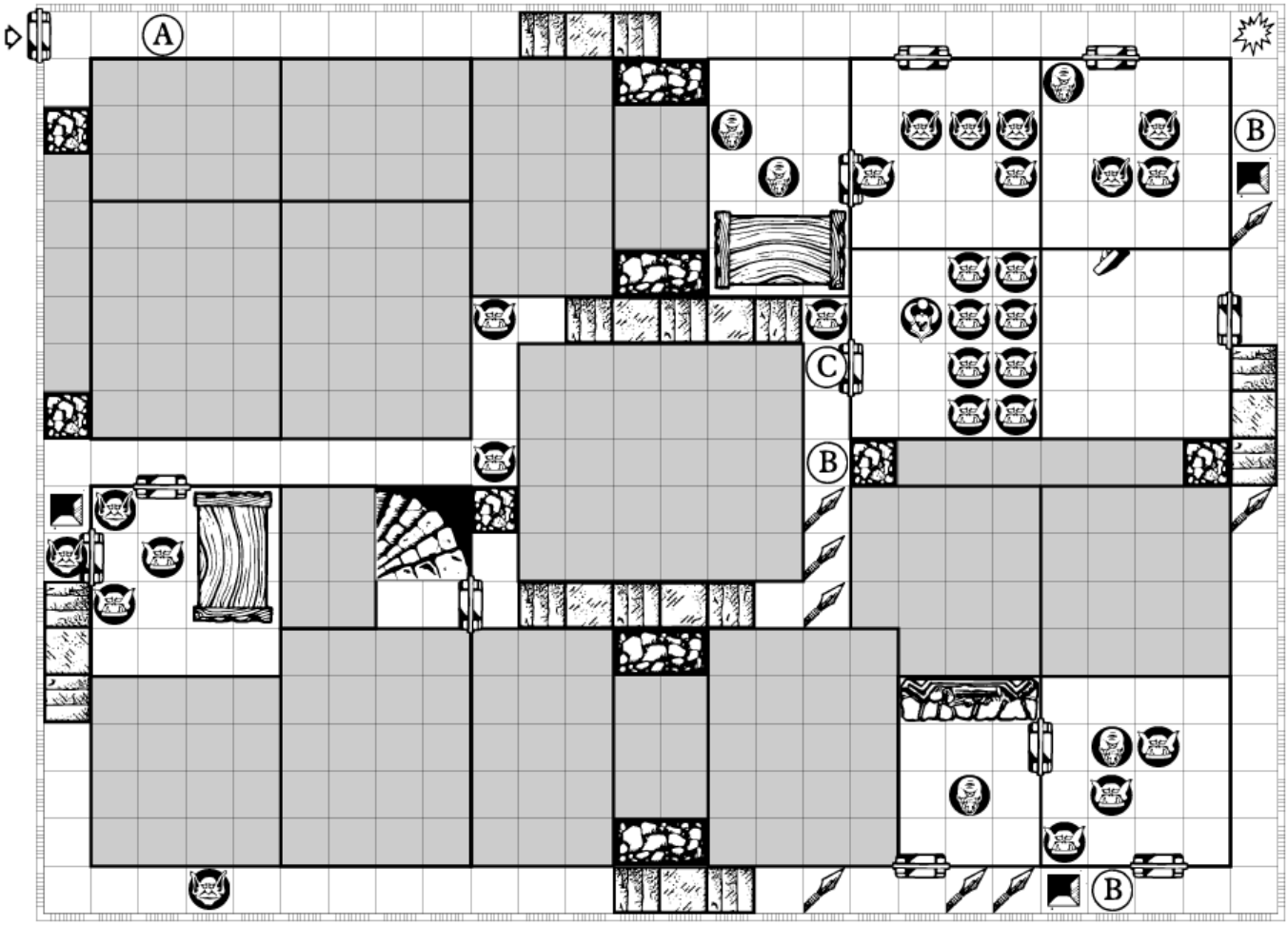
The Warrior Halls

"Another great door lies before you. The crystal Mentor gave you glows red. You look into it and see him. Beyond are the Warrior Halls, ancient halls wherein all the great Dwarven warriors are honoured. Each has his deeds carved into the walls, so that none may forget their valour. Tread carefully, for these halls were designed to test the bravest and most cunning of the Dwarven Warriors. Beware of traps and magical opponents as you search for the door that leads to safety."

A You may tell the Heroes that these 4 Chaos Warriors are actually enchanted suits of armour. They were used centuries ago to test the fighting skills of Dwarven Warriors. They have the same stats as real Chaos Warriors.

B This is the secret armoury of the Dwarves. The first Hero to search for treasure in this room will find 2 Magical Throwing Daggers. (See the new Artefact Card.) The daggers may be divided between 2 Heroes.

Wandering Monster: Fimir



- Quest 3 -

The Spiral Passage

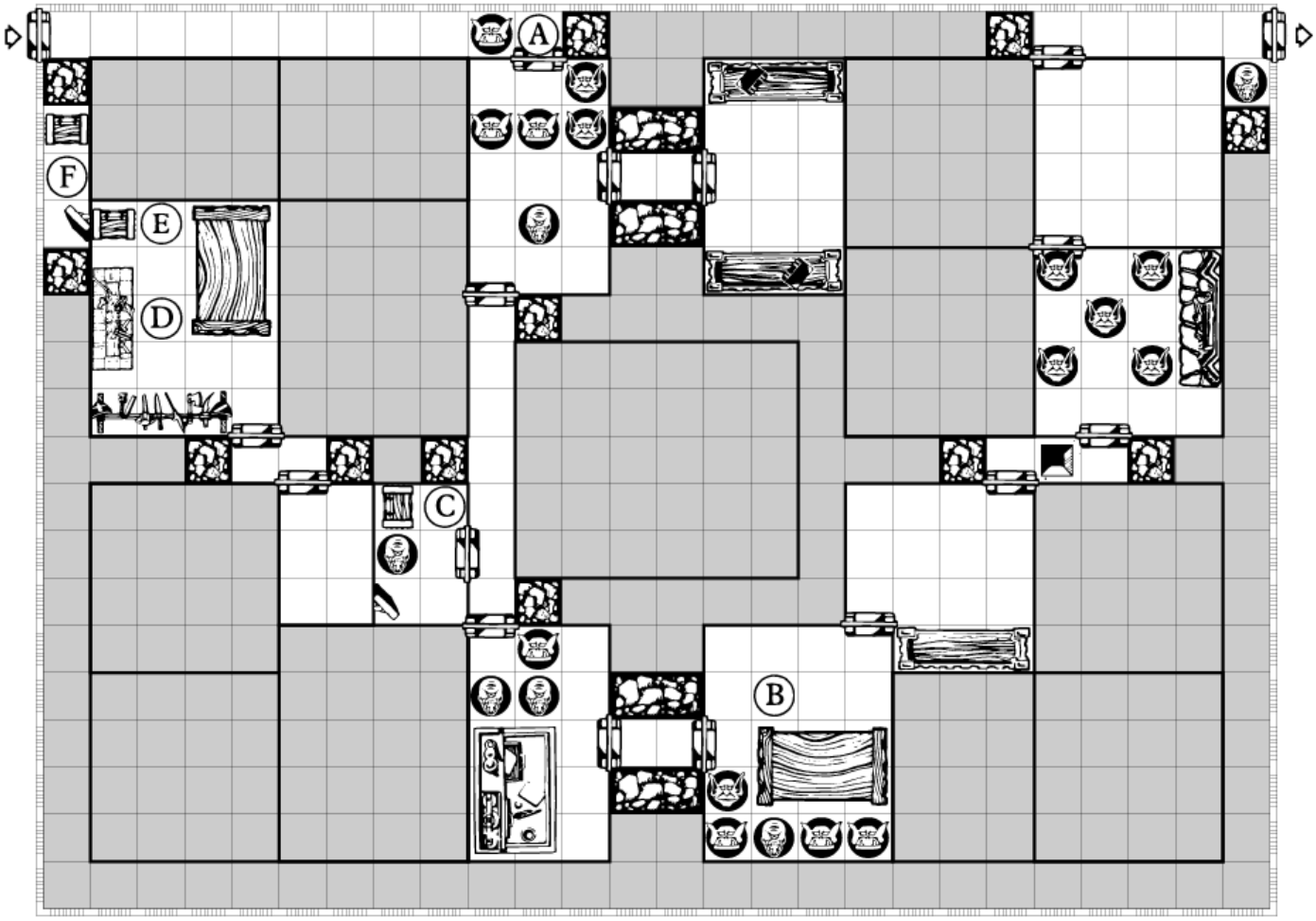
"Another great iron door lies before you. Beyond, a series of staircases will eventually lead to the Great Citadel. It seems that those who journey through these passages are forever going down and around into the very heart of the mountain. Your goal is to find the spiral stairway. It will bring you deeper into the heart of the mountain – and closer to the Great Citadel. Beware! The Orcs may have laid traps to guard against attack."

A When the last Hero passes the square marked "A", a giant stone boulder will fall from the ceiling. Place the round boulder tile on the square marked "A". On your (Morcar's) next turn and subsequent turns, roll 2d6 to see how far down the corridor the boulder rolls (to the right, toward the Heroes). The boulder will eventually crash into the wall at the end of the passage, on the corner square marked with a starburst. The passage will then be blocked for the rest of the Quest. Tell each Hero hit by the boulder to roll 5 Combat Dice. For each Skull rolled, a Hero loses 1 Body Point. (No Defend Dice are rolled.) The boulder trap cannot be searched for or disarmed.

B All of the traps in the corridors marked "B" are so well hidden that any Hero who searches for traps will find only one trap – the one closest to him. After a discovered trap has been sprung or disarmed, the next trap can be found if searched for. (The Heroes will have to discover this on their own.)

C Place the wooden exit door here to fool the Heroes into thinking that this is an exit.

Wandering Monster: Orc



- Quest 4 -

The Dwarven Forge

"The greatest of the Dwarven crafts is metalwork. Few can match the Dwarves for their skill and understanding of the metals they work. The weapons they forged at the dawn of time have become legendary. the beauty of their jewels sought by King and thief alike. It is said that. though the Orcs have long since dwelt in the Halls of Belorn. they have yet to find the Dwarven Forge. You must find the Forge. for it is written that part of Grin's stone map lies somewhere nearby. Once you find part of the map. you must find the wooden exit door to continue on your journey."

A When this Orc is killed, he screams out and the door he was guarding opens. The monsters in the room must then be placed on the gameboard.

B The Fimir in this room knows the Chaos spell **Rust**. (See the Chaos Spell Card in the Game System.) It can cast this spell on 3 separate turns. The first Hero to search for treasure in this room will find a beautiful fire opal hidden under the table. The opal is worth 100 Gold Coins.

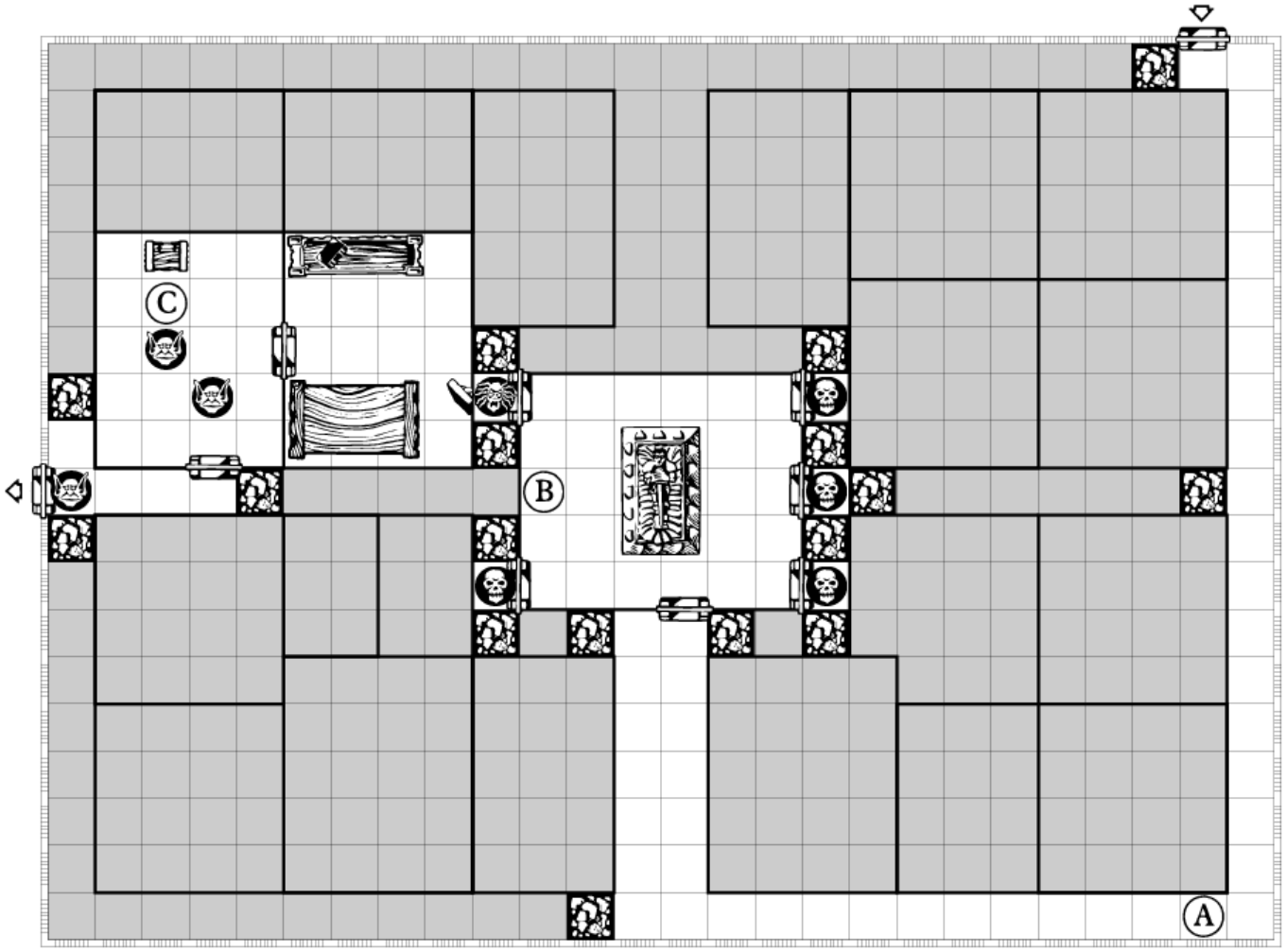
C The first Hero to search for treasure in this room will find a Fire Ring in the chest. This powerful ring is explained on the Artifact Card.

D This is the Dwarven Forge. The heat from the forge is intense, for the embers burn with a magic fire brought from the depths of the earth. Burning embers blast out of the forge, threatening any Hero in the room except the Dwarf. Any Hero (except the Dwarf) who ends his move in this room must immediately roll 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point.

E This chest is trapped with a poison dart. If a Hero searches or treasure before the trap has been disarmed, he will lose 2 Body Points. One part of Grin's stone map is inside the chest. The Hero who finds it should take one of the stone map tokens

F The first Hero to search for treasure in this special room will discover 300 Gold Coins in the chest.

Wandering Monster: Fimir



- Quest 5 -

Hall of the Dwarven Kings

"The Dwarves have had many great Kings. Belorn built the great Citadel and was honoured with a great burial hall. His descendants have all proved themselves, and each is buried alongside his forefathers: Kings such Holgar, who led his warriors at the battle of Keloth's Hill; and Garin, who fought to the last with his brothers when Morcar's legions attacked the halls. Let no man say that the Dwarves are without courage, for their valour has no equal. It is here in their burial hall you must find another part of Grin's stone map and then escape through the wooden exit door to continue your journey."

A When the last Hero passes the square marked "A", read the following sentence aloud:

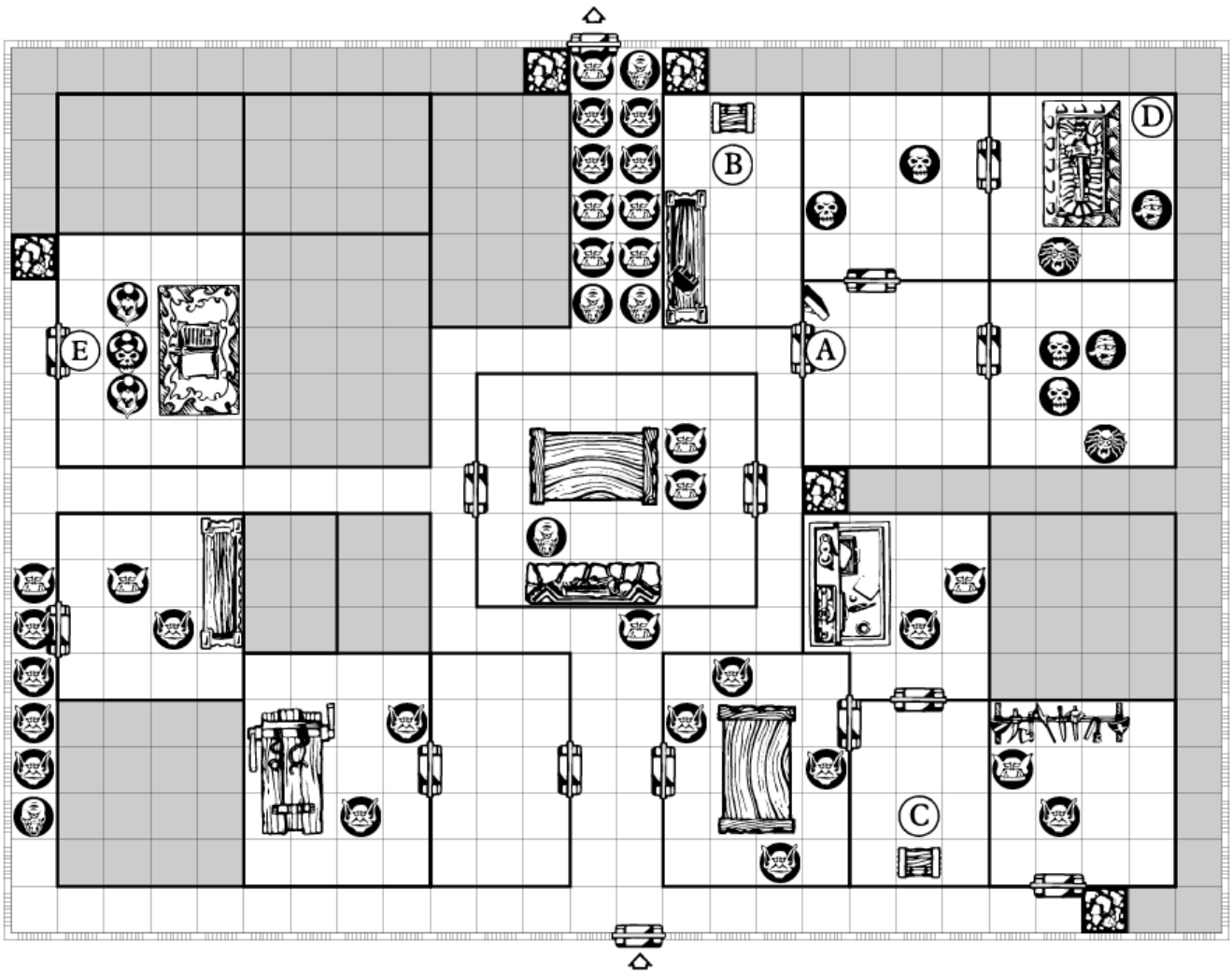
"The distant sound of warriors echoes down the passage. There can be no doubt that a war party has been sent after you. Hurry, for time is short!"

Morcar, beginning on your turn (and on each of your future turns), roll 1d6 to see how many monsters enter the corridor through the iron door. You may choose any monsters except the following: the Chaos Warlock, the Gargoyle, 1 of the Zombies, 4 of the Skeletons and 3 of the Goblins. After moving the new monsters into the corridor, you may then move any other monsters present on the gameboard, as usual.

B When one of the doors (with a skeleton behind it) is opened, all of the other doors in this room will open at the same time. All of the monsters behind the doors are then placed on the gameboard. The Zombie will move and attack as usual on your (Morcar's) next turn. However, the Skeletons will not move or attack until one of the Skeletons has been attacked. Then on Morcar's next turn, they will all attack. These Skeletons are those of ancient Dwarven Kings and are more powerful than "regular" Skeletons. If they are attacked, they will fight and move as follows:

	Move	Attack	Defend	Body	Mind
Elite Skeletons	6	3	4	2	0

C The first Hero to search for treasure in this room will find the second part of Grin's stone map in the chest. This Hero should take another of the map tokens.



- Quest 6 -

The Great Citadel

"The Great Citadel lies at the centre of the Halls of Belorn. This is where most of the Orcs now dwell. You will find them here in great numbers, as they amass for their attack on the Empire. They are led by Gragor, an evil magician. So prepare yourselves well, for victory is not certain. The third part of Grin's stone map lies hidden within the Great Citadel. You must find the map piece and then escape through the wooden exit door to continue your quest."

A This door has been locked for many years. To open the door, a Hero must stand next to it and roll 2d6. If he rolls LESS than his starting number of Body Points, the door will open. If he fails to open the door, his turn ends.

B The first Hero to search for treasure in this room will find 2 Potions of Healing in the chest. Each potion will restore up to 4 lost Body Points.

C The first Hero to search for treasure in this room will find the third part of Grin's stone map, as well as a spell scroll and a Magical Throwing Dagger! (See the Artefact Card.) The Hero who finds these items should take another one of the remaining map tokens, draw a spell scroll at random from the scroll cards and list it on his Character Sheet, and finally list the dagger on his Character Sheet.

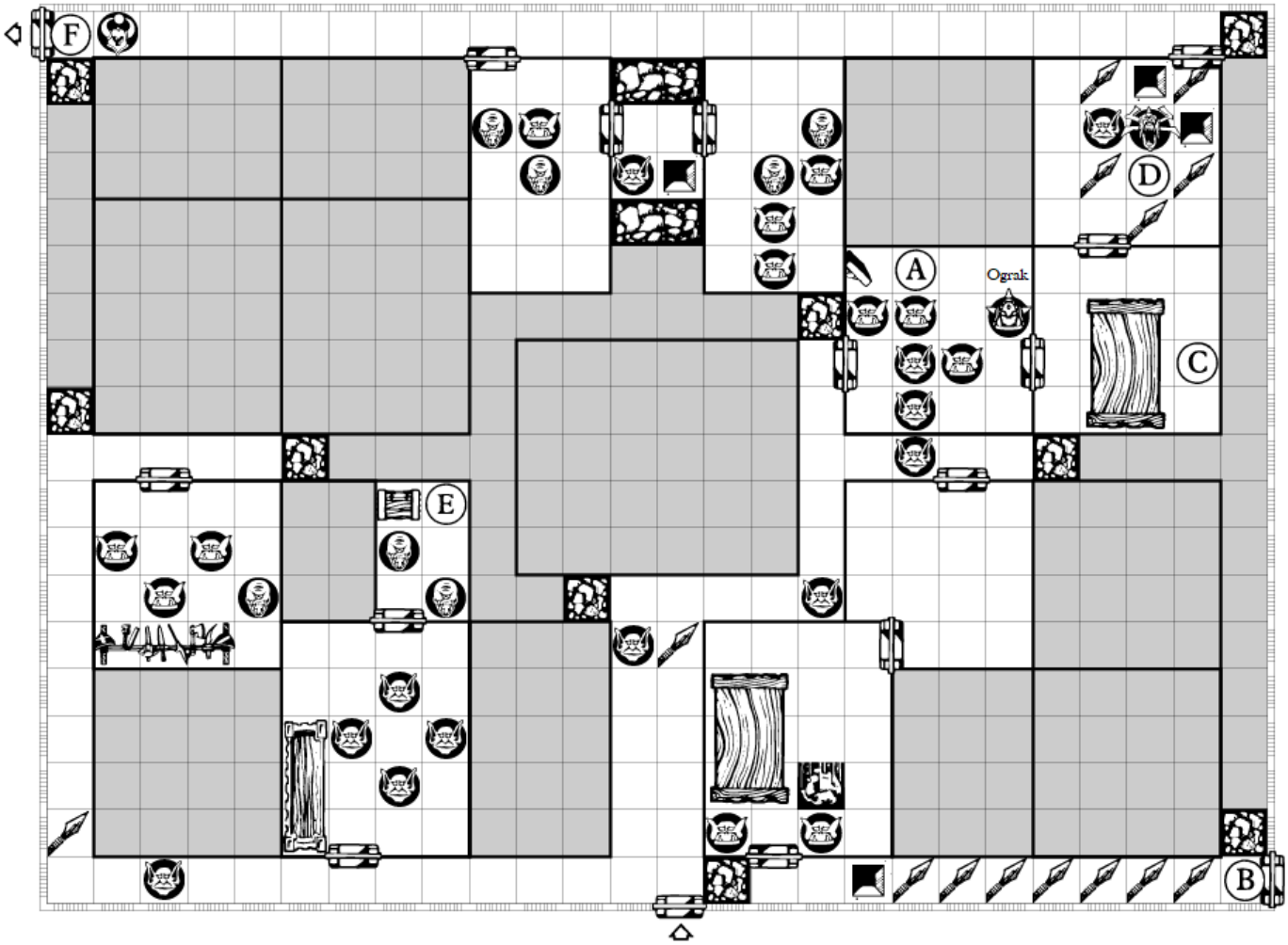
D The tomb in this room contains the skeletal remains of a great Hero. The first person to search for treasure in this room will discover a sturdy crossbow among the bones. The crossbow is described on the Equipment Card.

E Use the Chaos Warlock figure to represent Gragor. He has the following stats:

	Move	Attack	Defend	Body	Mind
Gragor	6	3	4	5	3

He also knows the following spells: **Summon Orcs**, **Fear**, **Rust**, **Ball of Flame** and **Lightning Bolt**. The first Hero to search for treasure in this room will find 2 spell scrolls on Gragor's table. This Hero should draw 2 spell scrolls at random from the scroll cards and list them on his Character Sheet.

Wandering Monster: Fimir



- Quest 7 -

The Eastern Passage

"The East Gate marks the end of the Halls of Belorn. But to get there you must first negotiate the Eastern Passage. The passage is guarded, take care. The foe will be many, so you must fight your way through to the East Gate. The last part of Grin's stone map is to be found here. Find it, and make your escape through the wooden exit door."

A The leader of these Orcs is Ograk, the infamous Orc Captain who led his evil marauders into the border provinces of the Empire. Use the Orc with the large notched sword to represent Ograk. On any one of your (Morcar's) turns, you may place the secret door tile on the gameboard and move Ograk through the secret door. Ograk has the following stats:

	Move	Attack	Defend	Body	Mind
Ograk	8	5	6	6	3

B When a Hero tries to open this door, tell him that the door just won't budge.

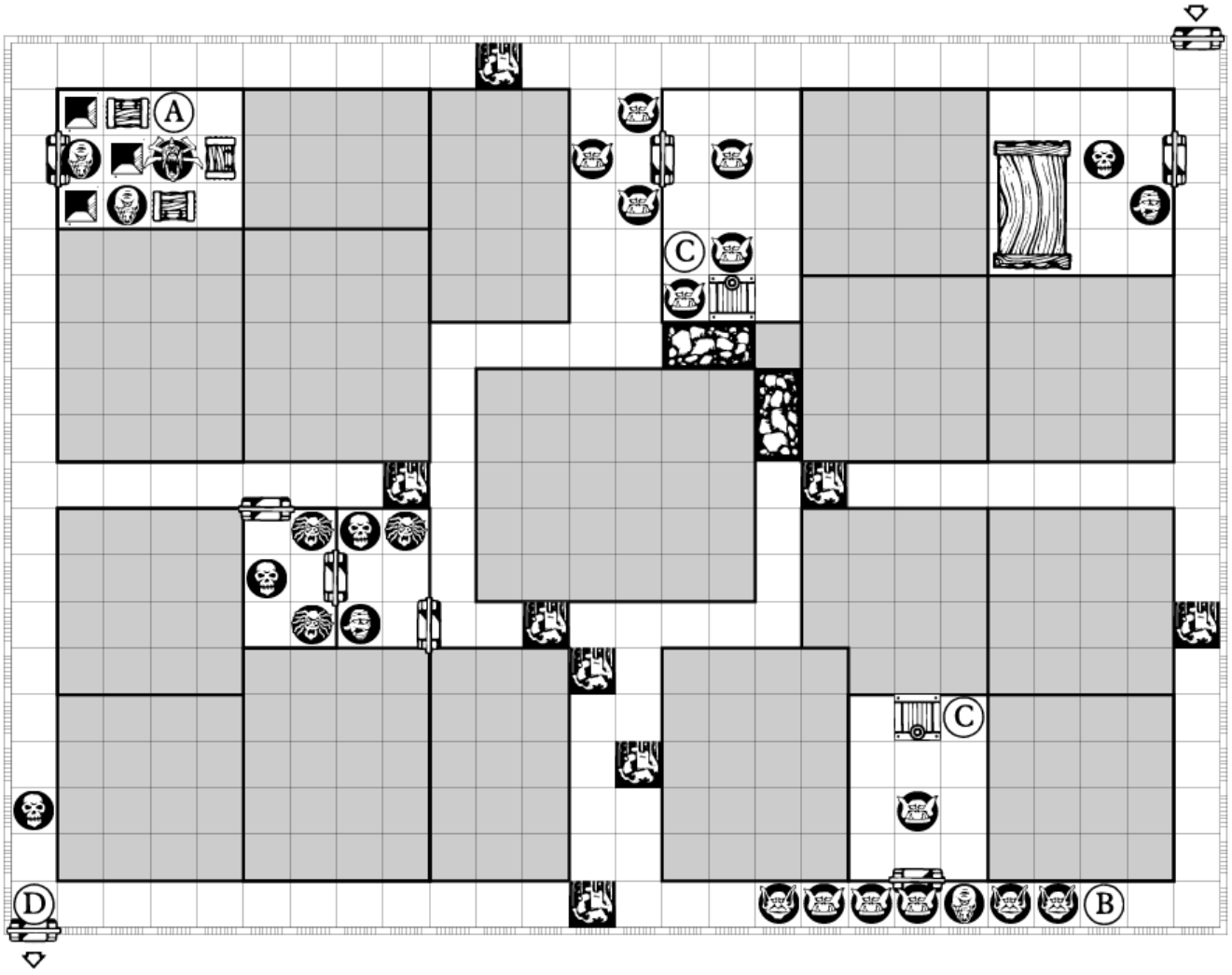
C The first Hero to search for treasure in this room will find an Elixir of Life in the table drawer. The Elixir is described on its matching Artefact Card.

D The Gargoyle in this room is a stone statue that cannot harm anyone and cannot be harmed. Of course, don't reveal this information right away. Sit back and watch the Heroes try to figure it out.

E The first Hero to search for treasure in this room will find the last part of Grin's stone map in the chest. This Hero should take the remaining map token.

F This wooden exit door leads to Belorn's mine. Tell the Heroes that there are Dwarven danger symbols on the door.

Wandering Monster: Chaos Warrior



- Quest 8 -

Belorn's Mine

"Morcar has blocked the main passage to the East Gate. It is written in Loretome that another passage leads through Belorn's mine to the Gate. This mine was once the richest of all. The tunnels have long since been abandoned and are likely to collapse. Monsters often wander through the mine, searching for the gold that was hidden there. 'You must find the wooden exit door leading out of the mine."

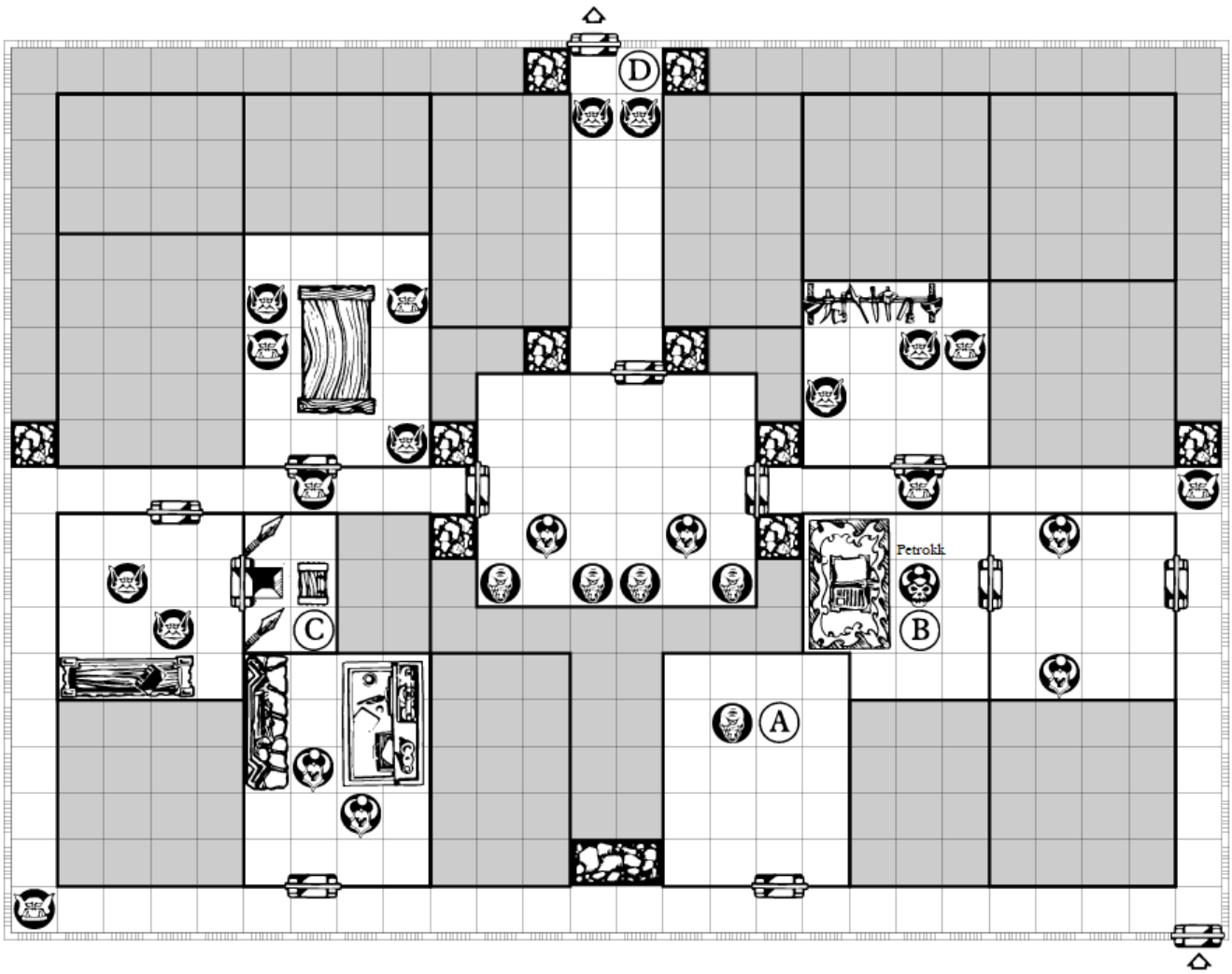
A The Gargoyle in this room is alive and ready for battle. The 3 chests in this room have poisonous gas traps on them. If a Hero searches for treasure before all 3 traps have been disarmed (one at a time), all of the Heroes in the room will lose 2 Body Points. Each chest contains 200 gold coins.

B This group of monsters is looking for the gold.

C Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous and any Hero moving through it must roll 1 Combat Die. If he rolls a Skull, he loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

D Dwarven symbols on this door indicate that it leads to the East Gate.

Wandering Monster: Chaos Warrior



- Quest 9 -

The East Gate

"You have done well and journeyed far to reach this point! Now you must find the East Gate if you are to reach Grin's Crag and the Emperor. The Gate will undoubtedly be guarded, for you are now closer to Kellar's Keep than you have ever been. Beyond the East Gate, you will need the stone map, so protect the 4 pieces with your lives!"

A This monster is a shape changer and is currently in the shape of a Fimir. Every time it is killed, shuffle all the monster cards and take the top card. This is the new shape the monster takes. Place the new monster in the space where the old one was killed. The monster can be permanently killed only if the new card drawn matches the monster's most recent form. Of course, don't reveal this information to the Heroes until after it happens.

B Petrokk has the following stats:

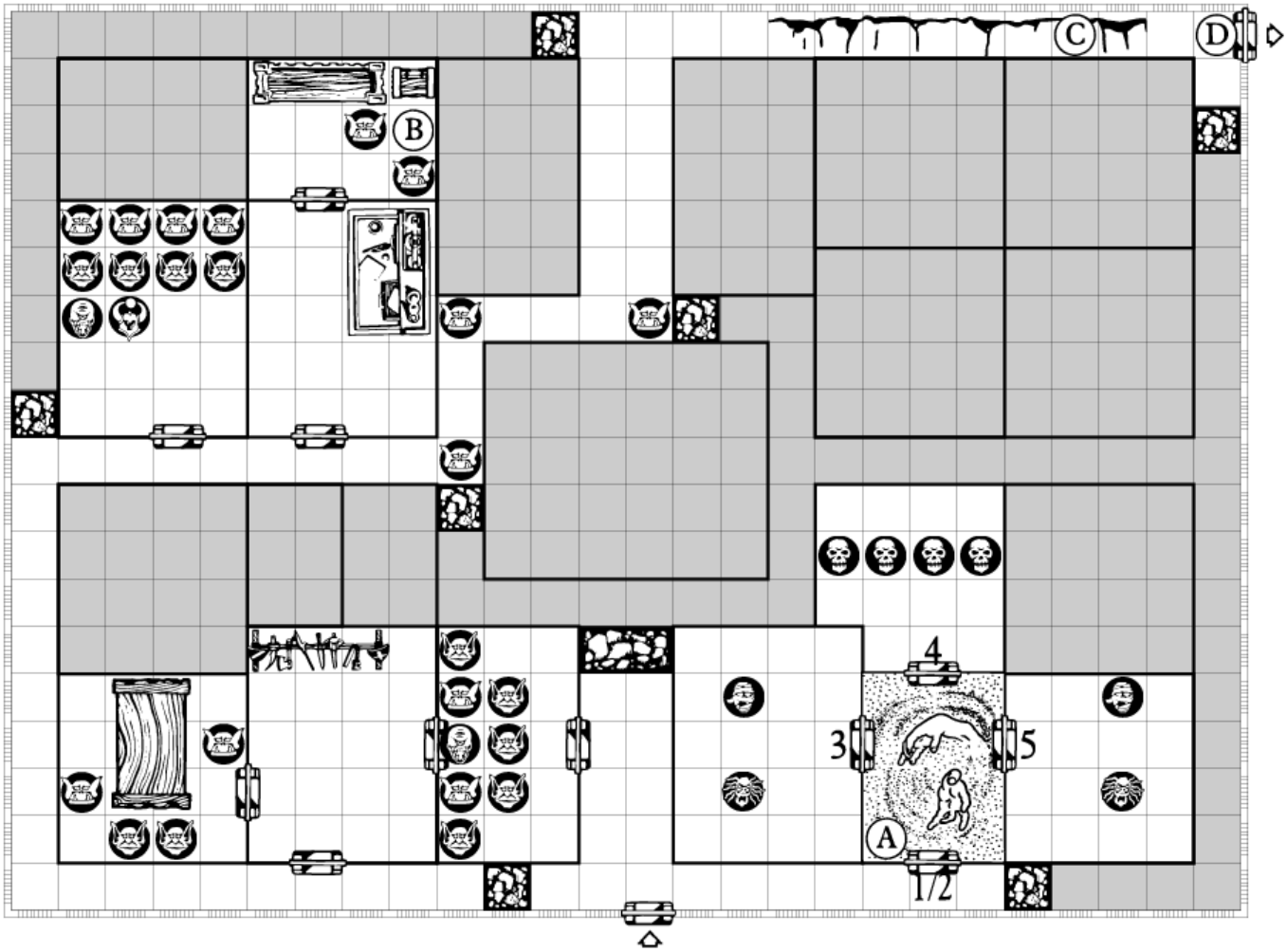
	Move	Attack	Defend	Body	Mind
Petrokk	6	3	4	5	3

Petrokk has a very special and deadly magical power. On each of his turns, he attacks the "mind" of any Hero in the same room or corridor and in his line of sight. To do this, Petrokk rolls 2 Combat Dice. For each Skull he rolls, the victim of the attack loses 1 Mind Point. If a Hero reaches zero Mind Points, he is knocked unconscious for the remainder of this Quest, unless he has an Elixir of Life.

C This treasure chest is empty.

D The East Gate was locked many years ago by special Dwarven magic. It is not easily opened. If the Barbarian, Elf or Wizard attempts to open the Gate, tell them to roll 2d6. That Hero may pass through the gate only if the total number rolled is equal to or less than his current number of Mind Points. If the Hero fails to open the gate, his turn ends. The Dwarf needs to roll only 1d6 as he has some knowledge of the magic used to lock the door.

Wandering Monster: Fimir



- Quest 10 -

Grin's Crag

"Now you have Grin's map you may find the way to Grin's Crag. Remember your task. Do not stray from it, for the enemy are too numerous. The hour of victory is close at hand. Once you have passed Grin's Crag you will be able to lead the garrison of Karak Varn to safety. Beware! Grin's Crag is guarded. You must tread carefully!"

A This room is filled with the blinding Cloud of Chaos. Any Hero who enters this room cannot see the other doors in the room, so do not place them on the gameboard at this time. (Monsters may not enter this room.) If a Hero enters the room, he must stop and roll 1d6:

- If a Hero rolls a 1 or 2 on the die, he ends up back in the corridor on the square marked "1/2".
- If a Hero rolls a 3, 4, or 5, place one door in the position shown next to the square with the corresponding number rolled. Then move the Hero through the door to the corresponding number. If the square is occupied, the Hero moves back into the room and treats his roll as a 6. See directions that follow.
- If a Hero rolls a 6, the Cloud of Chaos attacks and the Hero must roll 1 Combat Die. If a Skull is rolled, he and any other Hero in the room lose 1 Body Point.

B The chest contains 250 Gold Coins. It also has a trap with an exploding lock. If a Hero searches for treasure before the trap has been disarmed, he will lose 3 Body Points.

C This cliff corridor is Grin's Crag. The first player who moves onto the square marked "C" will activate the Guardian of Grin's Crag. Place the Gargoyle on an adjacent square. On your (Morcar's) next turn, the Gargoyle moves, attacks and defends as a normal Gargoyle would, but it is also immune to all spells and has 8 Body Points.

D This wooden exit door is magically locked and will not open until the Gargoyle is dead. After the last Hero passes through the door, read aloud the conclusion on the following page.

Wandering Monster: Fimir

EPILOGUE

"The door opened into the darkness of 'Kellar's 'Keep. From far above came the thunder of battle. The forces of Morcar were making their last, remorseless, assault. This time there could be no holding them. The Emperor assembled his captains, determined to organise one last line of defence. Then came the news: a group of Champions had found a way through from the Halls of 'Belorn.

'Without hesitation the Emperor ordered his captains to fall their men back towards Grin's Crag. The guard would take the rear and fight their way back to the passage, thus giving time for the rest of the army and the wounded to reach safety. The guard fought with such strength and courage that the Orcs and Goblins of Morcar's army fell back, not daring to close with such fearsome foe. Morcar looked to his left, then pointed menacingly towards the Emperor's guard. The 'Doomguard stirred from their silence, and moved forward.

The Emperor's guard slowly fell back before them until the gate was reached. Then it fell to one man to hold the enemy while the passage behind him was destroyed so that none could pass. 'Kenaron, the captain of the guard stood in the gate. Time and again the heavily clad warriors of the 'Doomguard surged forward to be felled by 'Kanaron's sword. Morcar watched for a while, and smiled wryly at 'Kenaron's courage and skill-at-arms. A moment later his patience was spent. 'Kenaron fell before the storm of flame that burst against the gate, but it was too late. Morcar's warriors howled in anger for the passage was destroyed. The Emperor and the last of his army had escaped.

"'You have done well. The Emperor has asked me to express his gratitude. Each of you will receive 500 gold coins for your efforts. 'But do not let this victory deceive you. A dark cloud still hangs over the Empire. The army is in need of rest. 'Yet the forces of chaos still advance from the East, nothing stands before them. 'We are in need of time. I shall look to how might delay Morcar's advance. 'Rest well my friends. Once I have consulted Loretome I shall summon you." - Mentor

RETURN OF THE WITCH LORD

By Stephen Baker

Mentor's head hung low as he entered the room. There was sadness in his voice when he spoke.

"Worthy companions, the Witch Lord is not dead. We must act fast, for his power grows with the passing of each day. It will not be long before he has recovered from his imprisonment. Once his power has fully awoken he will raise again the legions of the dead. These warriors are a fearsome foe. Only men of great courage, or those with powerful magic, can stand against them. They know no fear and will fight relentlessly until they are destroyed.

Loretome has shown me that the Witch Lord has moved from Barak Tor to the fallen city of Kalos. Long ago the city was destroyed by Morcar and given to the Witch Lord to rule. Beneath the ruins the Witch Lord built for himself a great stronghold, for the light of day was too pure for his foul creatures to endure. When he was defeated, the stronghold's gates were shut and no one ventured in or out. Now he has returned.

As he sits upon the High throne of Kalos, the Witch Lord may look upon the Plains of Death and see any who approach: none can escape his gaze. The High throne is one of three thrones that wait for those who would also preside over the Court of the Dead. If the Witch Lord is not stopped soon, the other thrones will be taken: one by Skulmar the Captain of the Dead Host: the other by Kessandria the Witch Queen. When these two sit alongside the Witch Lord it is said that the bones of all fallen warriors will be summoned together under the Black Banner."

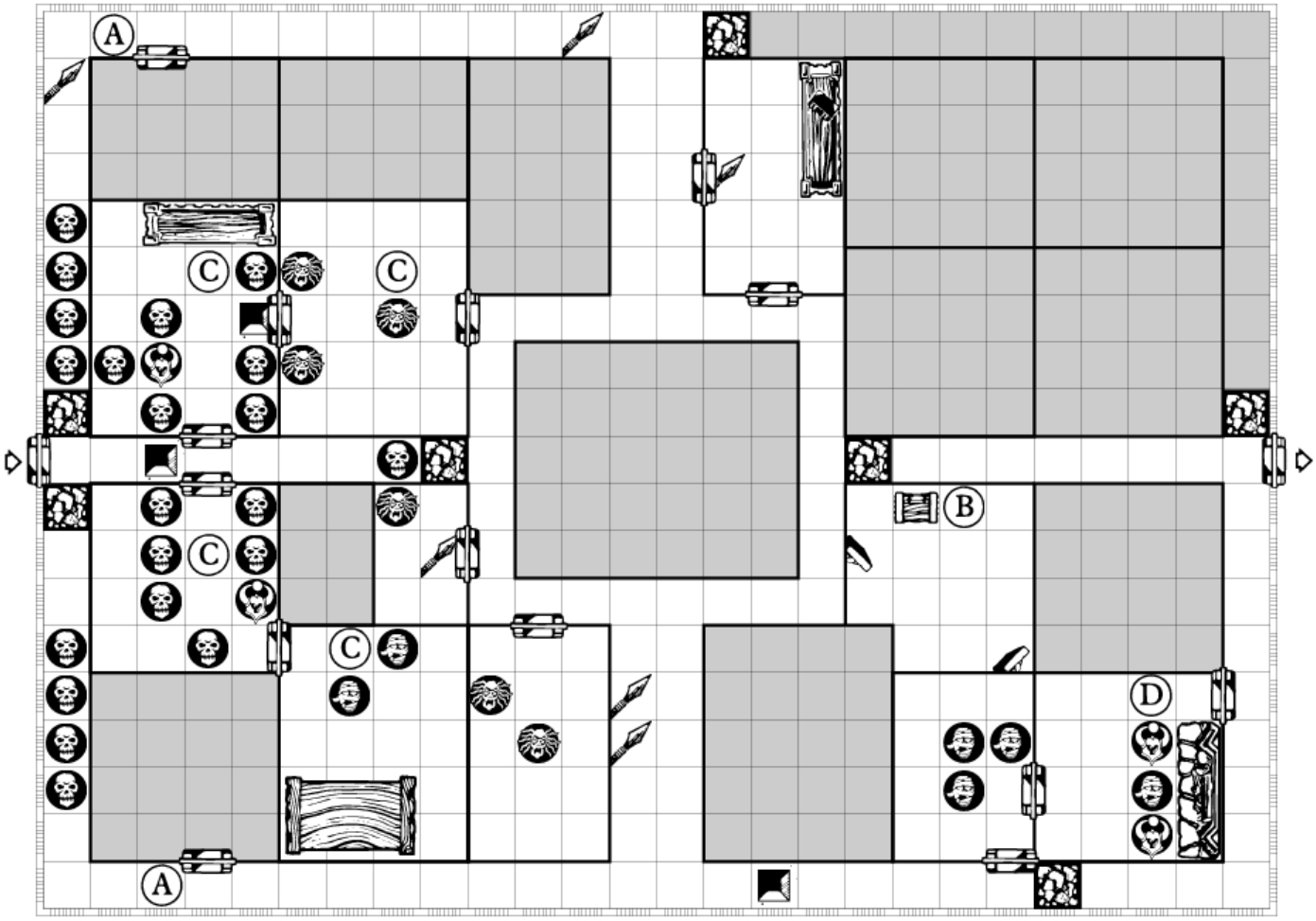
Many days of travel have brought you across the Plains of Death. The journey has been hard, for the land here is barren, scorched by the relentless sun. Throughout your journey you have felt an uneasy presence. Ever since you entered the Plains, the Witch Lord has watched your progress, awaiting your arrival. Finally, you have reached the great ruins. The skeletal remains of a once resplendent city that rose from rich and fertile land lies parched and dust-clogged.

HOW TO PLAY RETURN OF THE WITCH LORD

The adventures of Return of the Witch Lord follow the Hero's harrowing journey through the Witch Lord's stronghold under the ruined city of Kalos.

The Heroes in this situation would have no opportunity to purchase equipment, hire mercenaries or stash gear between quests. You may wish to play this way if you wish, though it will make for a far harder challenge for the Heroes. Another option is to restrict purchases to only potions, or you may choose to allow unrestricted access to the shops.

Discuss this with your players before you being the campaign. If you cannot come to an agreement, then I recommend 'potions only'.



- Quest 1 -

The Gate of Doom

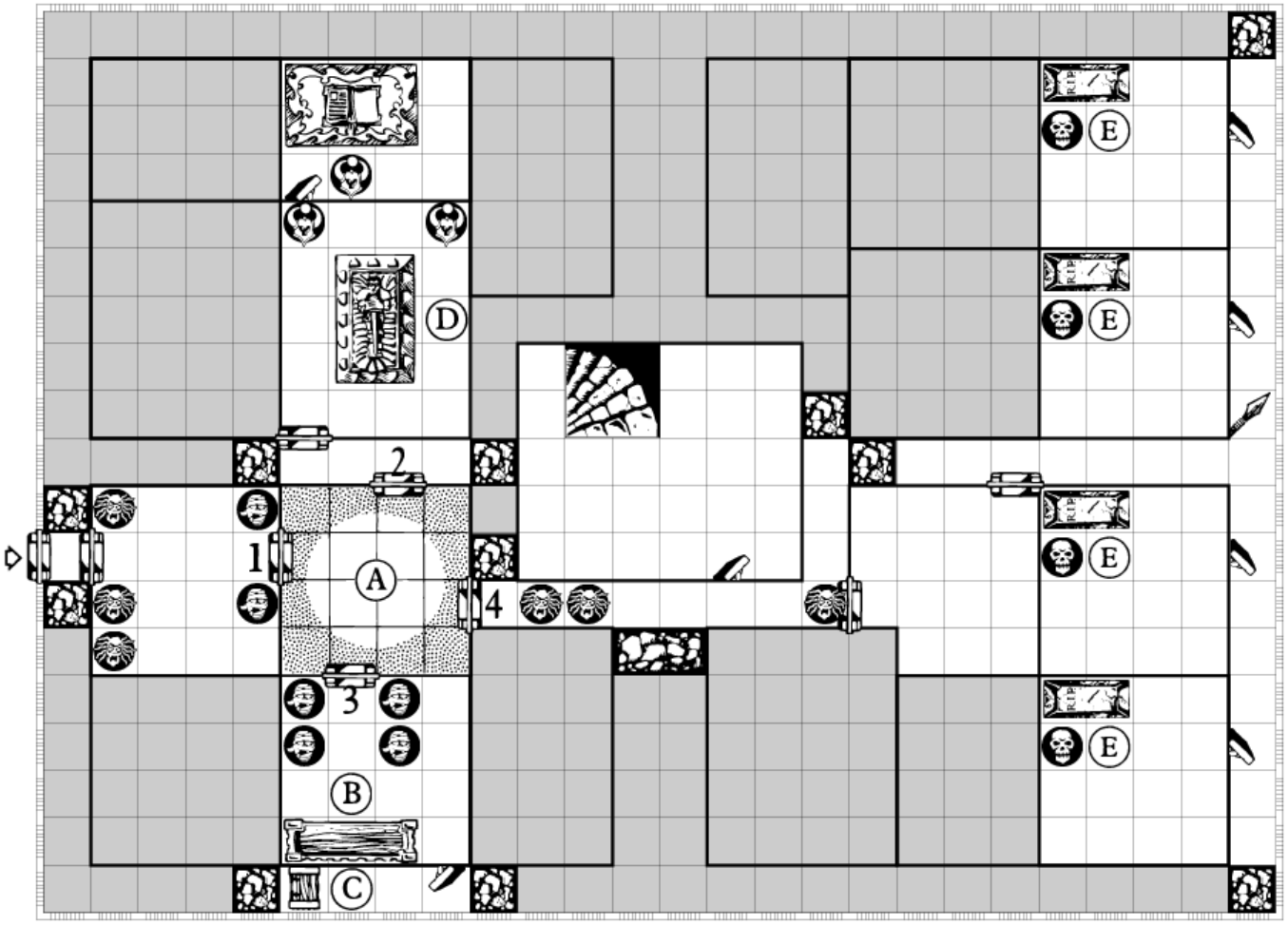
"The entrance to the Witch Lord's stronghold is not hard to find, for no attempt has been made to disguise it. The outer gate lies open and you see evidence that many creatures have passed through in the last few days. 'You must work your way through treacherous tunnels to find the Gate of Doom. 'Your destiny lies beyond. Tread carefully my friends. The enemy has had many days to prepare your welcome."

A The 2 doors marked "A" are false doors. They cannot be opened.

B The first Hero to search for treasure in this room will find 200 Gold Coins in the chest.

C The monsters in these 4 rooms have been warned of the Heroes' arrival and have prepared an ambush. When a Hero first enters any of these rooms, all monsters in all four rooms will be activated and all doors in the four rooms will open immediately.

D The first player to search for treasure in this room will find 2 pouches on the mantle above the fireplace. Each pouch contains a handful of the Dust of Disappearance. (See the Artefact Card.) The pouches may be divided between 2 Heroes.



- Quest 2 -

The Cold Halls

"These icy passages are the resting place of the dread Spirit Riders who once led the Witch Lord's skeletal cavalry into battle. They now lie dreaming of past glories, waiting to be summoned to the Black Banner once more. You must find your way to the Spiral Stairway to reach safety and continue on your quests."

A Place the Revolving Room tile on the gameboard as soon as one of the doors numbered 1-4 has been opened. This tile covers two rooms and overlaps a third room to make one large room. When a Hero attempts to leave this room, he must first roll 1d6 to see which door he will use to exit:
If he rolls a 1 or 2, he exits through door 1. If he rolls a 3, he exits through door 2. If he rolls a 4 or 5, he exits through door 3. If he rolls a 6, he exits through door 4.

B The first Hero to search for treasure in this room will find a vial of Holy Water behind a large book in the cupboard. This liquid may be used to destroy any regular Skeleton, Zombie or Mummy.

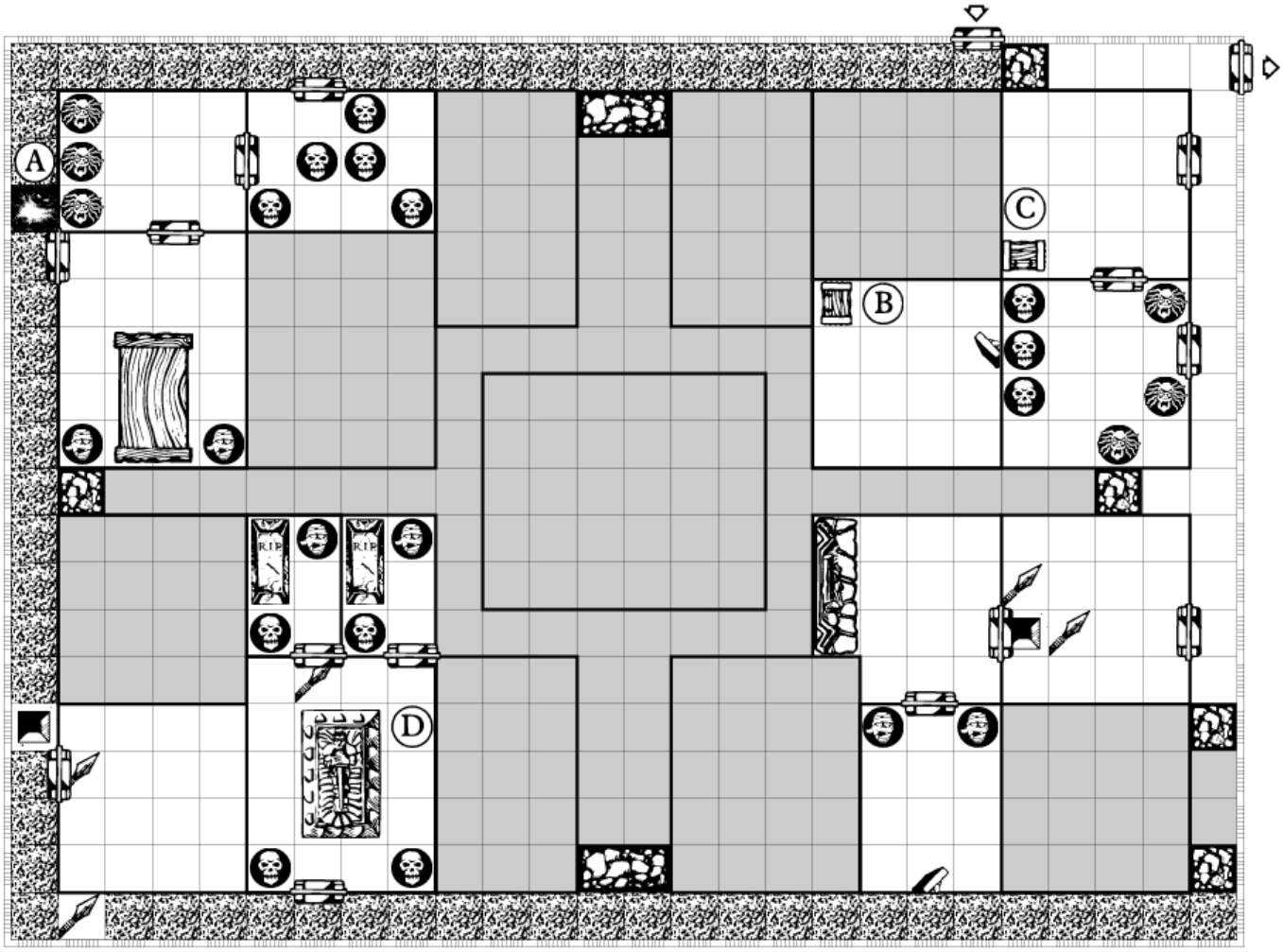
C This chest contains 300 Gold Coins. It also has a poison needle trap on it. If a Hero searches for treasure in this special room before the trap has been disarmed, he will lose 3 Body Points.

D If a Hero searches for treasure in this room, ask him if he wishes to pry open the tomb of a great warrior. If he says yes, a sparkling mist fills the room as the tomb is opened. No Body Points are lost, but any Hero in this room (or any Hero who later enters) with Borin's Armour or the Orc's Bane will see those weapons crumble into powder. (Of course, don't tell the Heroes this until after it happens.) There is no treasure in the tomb.

E The Skeletons in these 4 rooms are the Spirit Riders. Their stats are as follows:

	Move	Attack	Defend	Body	Mind
Spirit Riders	8	4	4	3	3

Wandering Monster: Zombie



- Quest 3 -

The Silent Passages

"These passages have been silent for over a thousand years. The last voices that echoed through these hallowed halls were those of King Agrain and his subjects as they rushed to defend the city. It is said that ancient and terrible magic is at work here. Tread carefully, my friends, as you search for the exit door that leads to safety!"

A At the beginning of the Quest, the Death Mist tile is placed on the gameboard as shown next to the square marked "A". This mist is a breath of Chaos which will harm all who are not evil. The Death Mist tile moves up to 6 squares on each of your (Morcar's) turns and can only move within the shaded corridors.

When the Death Mist tile passes over a Hero, he loses 1 Body Point. The mist may affect 1 or more Heroes each time it is moved on your (Morcar's) turn. It will not affect monsters.

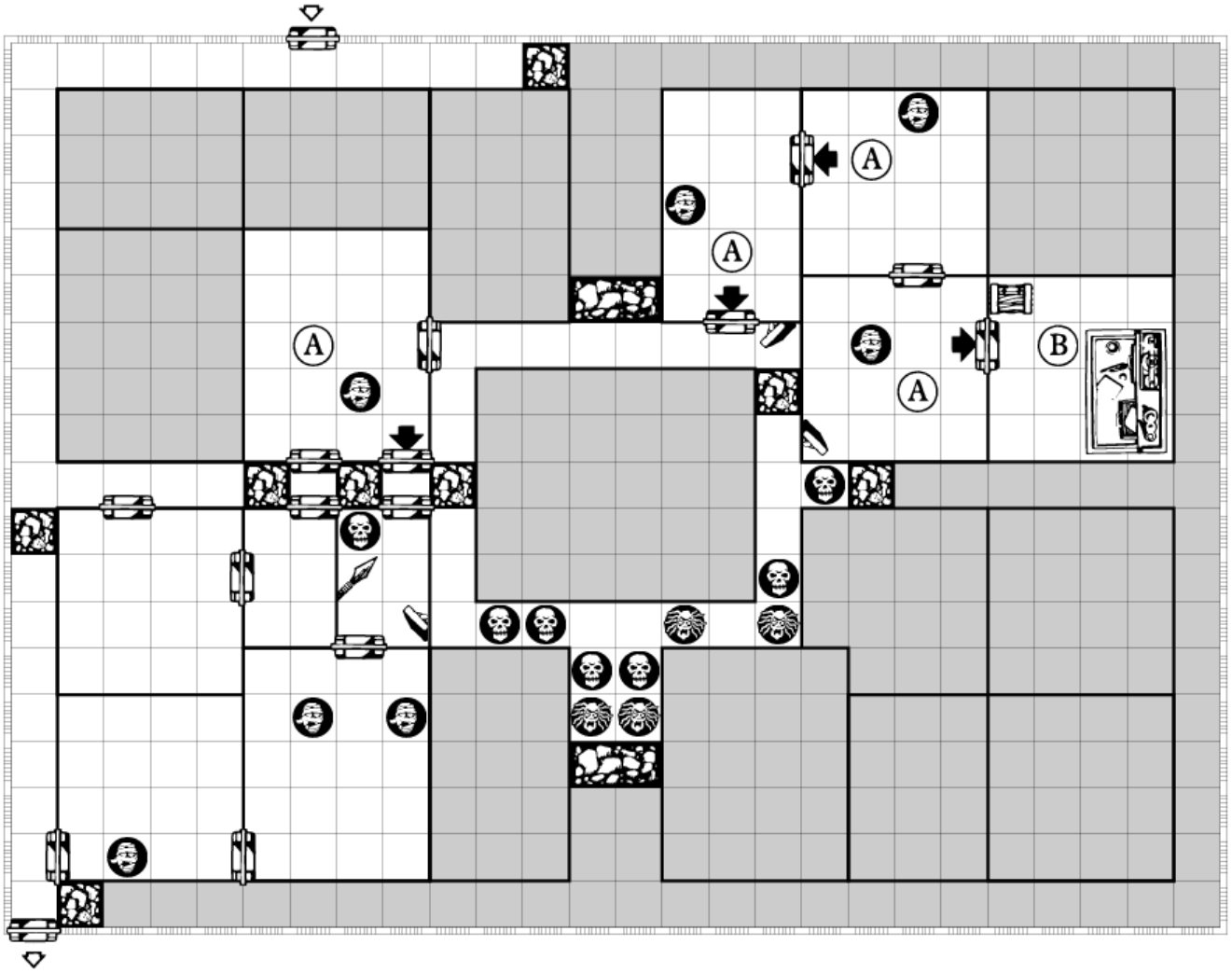
The mist cannot move onto the same square twice in 1 turn. It also cannot end its turn on the same square with a Hero. The mist is not affected by normal weapons. It can only be destroyed by a Tempest spell or by the Spirit Blade. (Don't tell this to the Heroes!)

B The chest has a trap on it. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 1 Body Point from a dart that shoots out from the wall. This chest contains 2 Magical Throwing Daggers. (See the Artefact Card.) The daggers may be divided between 2 Heroes.

C The first Hero to search for treasure in this room will find 100 Gold Coin in the chest. He will also find a Potion of Healing which will restore up to 4 lost Body Points.

D If the Spirit Blade was lost in a previous Quest then it can be found in the tomb. (See the Artefact Card.) If one of the Heroes already carries the Spirit Blade, then the tomb is empty.

Wandering Monster: Skeleton



- Quest 4 -

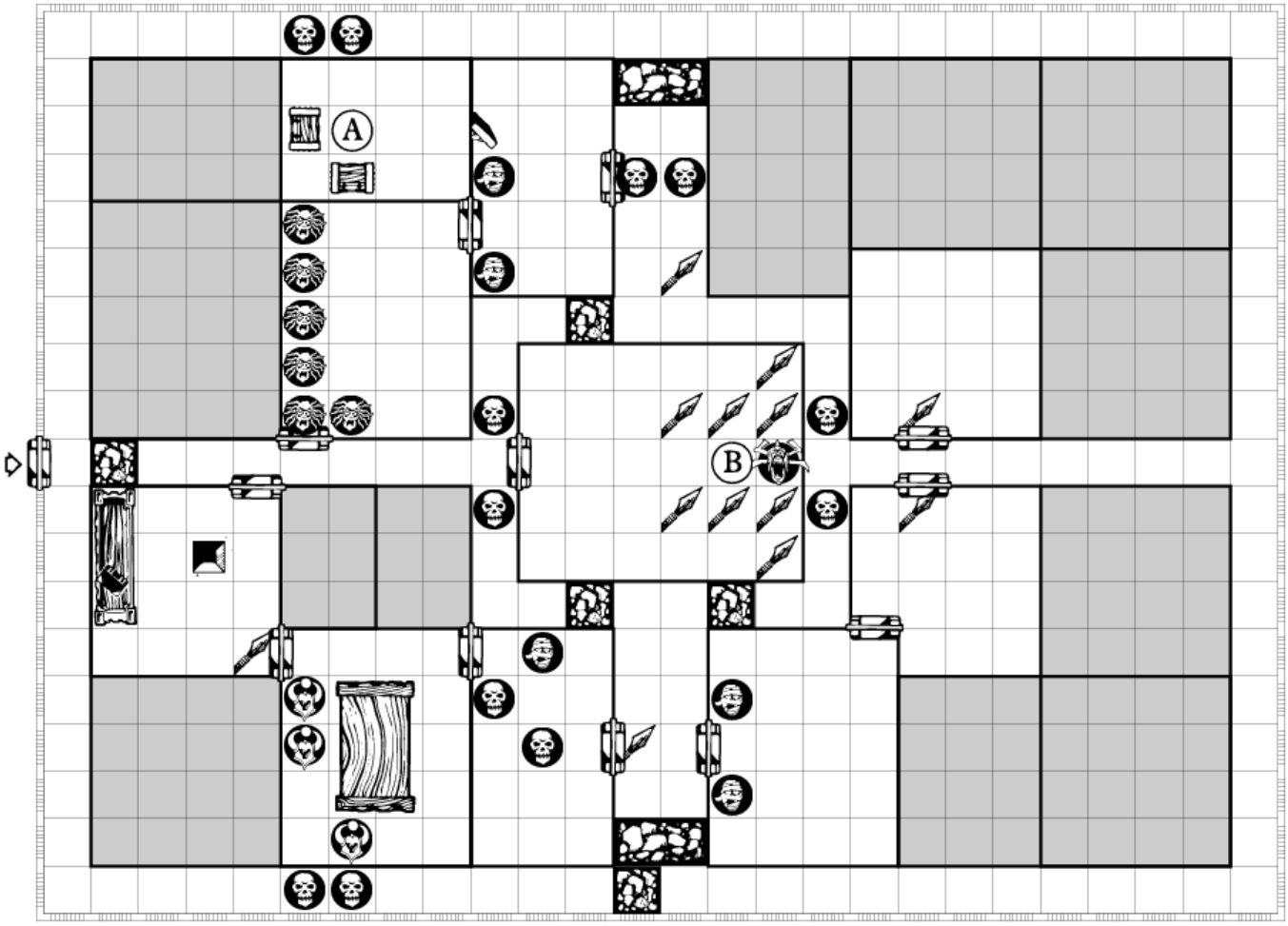
The Halls of Vision

"King Agrain was one of the greatest of all rulers in a time before Chaos. Although he was a powerful and feared warrior, he was also known for his fairness. Agrain dabbled in magic and created the Halls of Vision, a maze of magical rooms. The secret of the Halls lies in the Keys of Agrain. You must find these valuable Keys and reach the safety of the exit door."

A The four magical rooms marked with an "A" were built to protect King Agrain's secret laboratory. Each room is guarded by a Mummy. If one of these Mummies is killed, immediately remove the door that's marked with the arrow from the same room as the Mummy just killed.

B This is the magical laboratory of King Agrain. The first Hero to search for treasure in this room will find 2 spell scrolls: *Fire of Wrath* and *Ball of Flame*. He will also find 4 gold keys on the bench. They are the Keys of Agrain. If these keys are found by a Hero, Morcar must immediately replace any doors that were removed when Mummies were killed. The 4 keys are each worth 200 Gold Coins. They may be divided among the Heroes. The Mummies in this Quest will not attack anyone holding one of the keys (but don't tell the Heroes this). Skeletons and Zombies will still attack.

Wandering Monster: Mummy



- Quest 5 -

The Gate of Bellthor

"Here begins the true domain of the Witch Lord. In these deep caverns, he has created his own subterranean fortress from which he plans the destruction of the Empire. Loretome has told me of a terrible guardian, Bellthor, who watches over the Gate. If Bellthor is to be defeated, you must all confront him together."

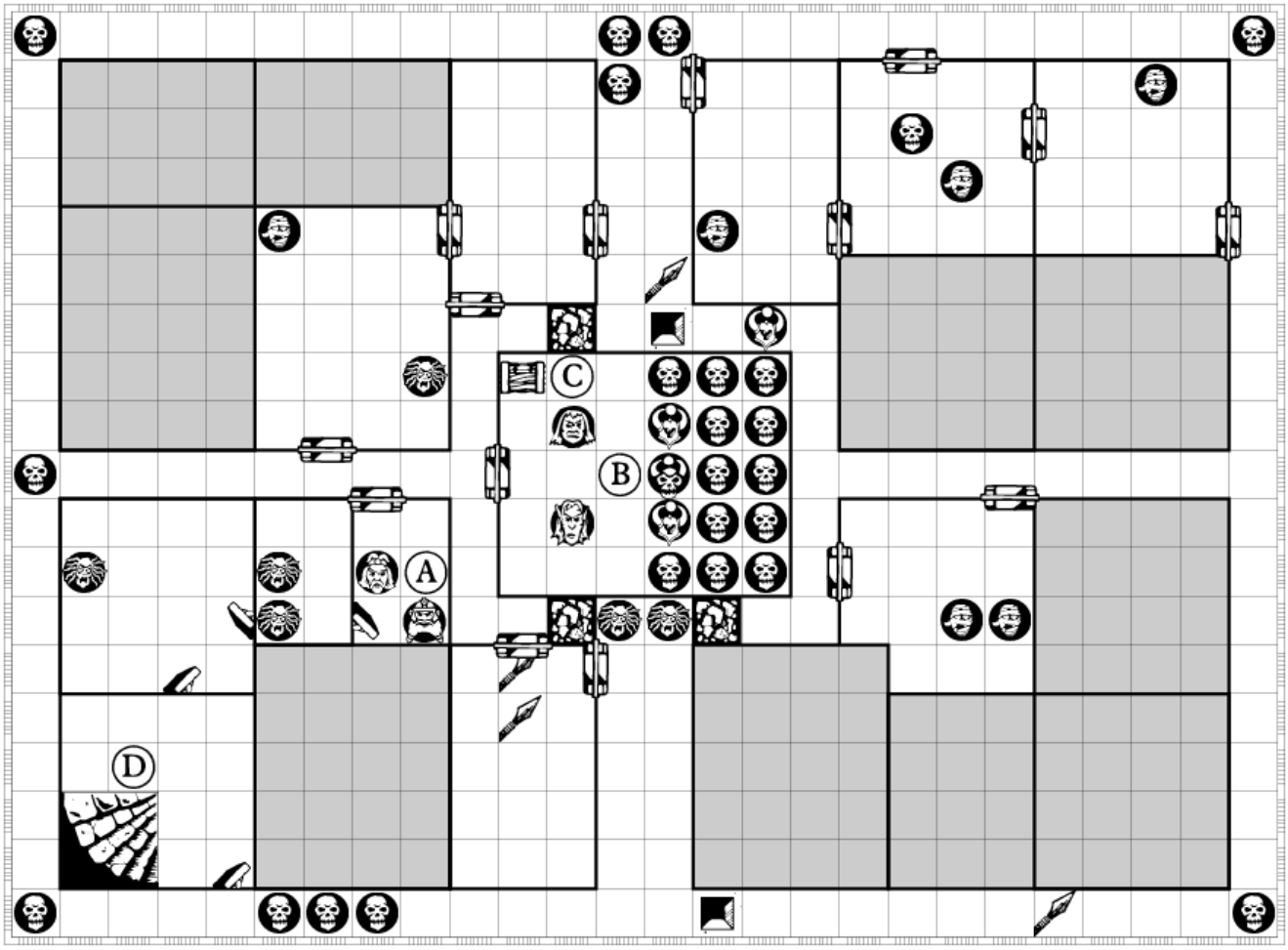
A The first Hero to search for treasure in this room will find 500 Gold Coins in each chest.

B Once all Heroes have entered this room, the door will disappear, trapping them inside with Bellthor, a foul Gargoyle. Bellthor will not move or attack on his turn until all of the Heroes are in the room together. Bellthor cannot be harmed until after he attacks. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Bellthor	6	4	6	5	3

Bellthor also has poisonous breath and will breathe on any one Hero in the room (once per turn) after he has attacked. To do this, he rolls 6 Combat Dice. For each Skull rolled, the defender loses 1 Mind Point. If a Hero is reduced to zero Mind Points in this situation, he is not killed but knocked unconscious. The Hero should be removed from the gameboard until the next Quest. If Bellthor is killed, he will explode, filling the room with poisonous gas which will knock everyone in the room unconscious. All of the Heroes have now been captured by the Witch Lord! There is no successful way to exit from this adventure. (A Ring of Return will not work here.) Turn to the next Quest.

Wandering Monster: Skeleton



- Quest 6 -

The Halls of the Dead

The Wizard and Dwarf wake up in a prison cell. Shaking off the effects of the poisonous gas, they hear Mentor's voice deep within themselves... "A terrible fate has befallen you! You have become prisoners of the Witch Lord. Your companions, the Elf and Barbarian, have been taken to a secret place where the Witch Lord plans to feed them to his pets. You must rescue your companions and escape to the spiral stairway."

Tell the Heroes that the Wizard and Dwarf will be the only Heroes taking turn and moving on the gameboard until the Elf and Barbarian are found.

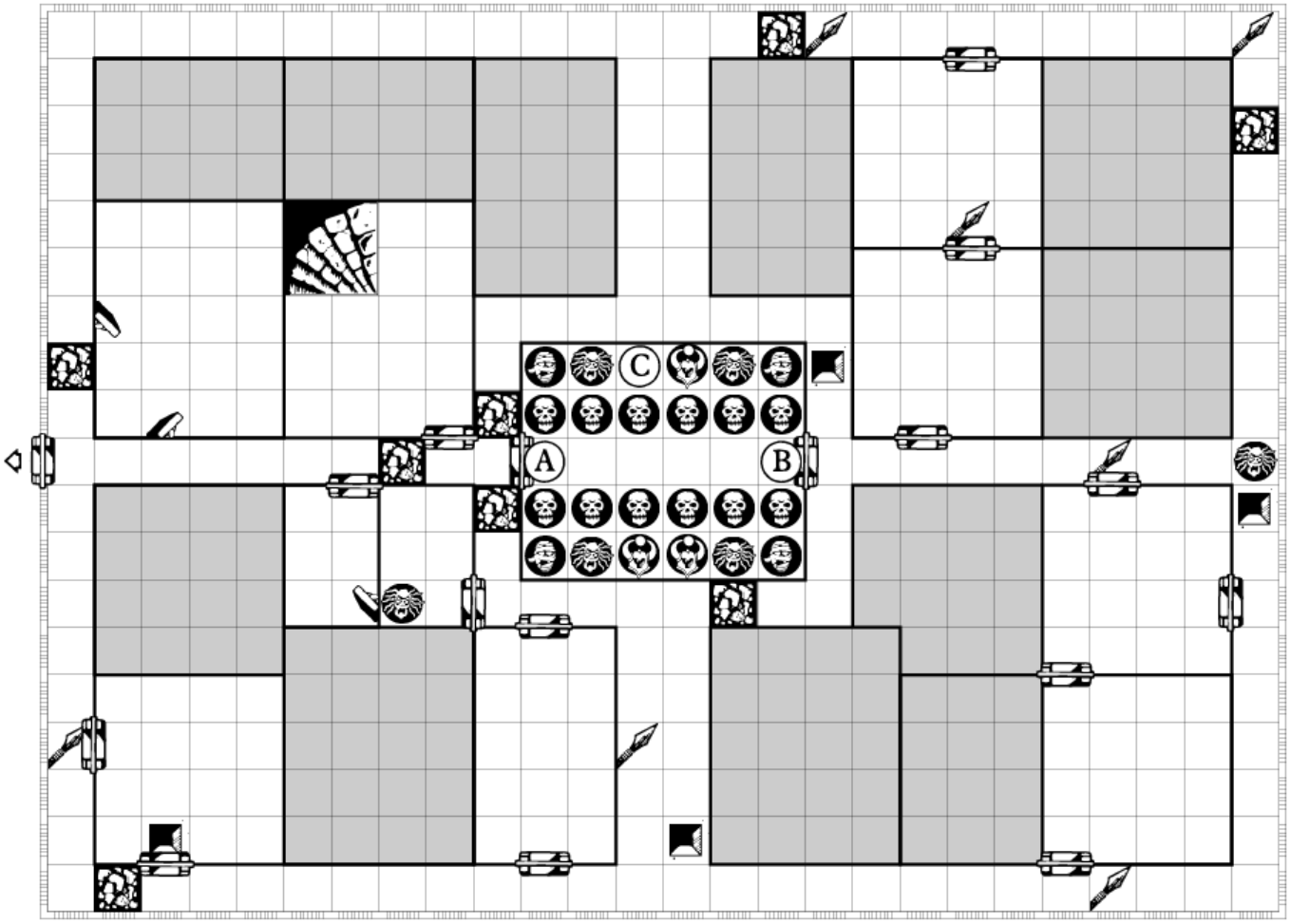
A Place the Wizard and Dwarf in this room at the beginning of the Quest. Place a closed door where shown. Explain to the 2 Heroes that this is their prison cell. Tell them that Mentor has just cast a powerful spell and the cell door has burst open. Then replace the closed door with an open door. Tell the Wizard and Dwarf that any weapons, Artefacts, Spells and Potions that they owned are on the floor outside the door, but their gold and gems are gone. They must cross off any gold or gems that are on their Character Sheets. Both Heroes start with full Body Points.

B This is the Hall of the Witch Lord. The Barbarian and Elf start in This room on the spaces marked. They should not be placed on the gameboard until either the Wizard or Dwarf opens the door to this room. The Barbarian and Elf are chained up and all of their weapons, Artefacts, Potions, gold and gems have been taken. Both Heroes start with full Body Points and the Elf has his Spells. As soon as the Wizard or Dwarf enters this room, the Witch Lord curses them and disappears amidst a howling storm. The Barbarian and Elf are then free and may move normally.

C The first Hero to search this room will find the Barbarian's and Elf's weapons, Artefacts and potions in this chest. However, their gold and gems have been stolen and should be crossed off their Character Sheets.

D Do not place the spiral stairway on the gameboard until one of the Heroes looks into this room.

Wandering Monster: Skeleton



- Quest 7 -

The Forgotten Legion

"You have escaped from the Witch Lord, but it will not be long before he pursues you. The halls through which you now pass are guarded by the Forgotten Legion, the elite of the Witch Lord's army. They are led by Skulmar. In combat they are to be feared, for they bear the scars of a thousand battles, each one a victory for Chaos. 'You will be safe only when you find the exit door."

The Heroes enter on the spiral stairway.

A When a Hero opens this door, place monsters where shown in the room. Explain to the Heroes that these monsters are the Forgotten Legion, encased in a magical ice that cannot be broken with any weapon.

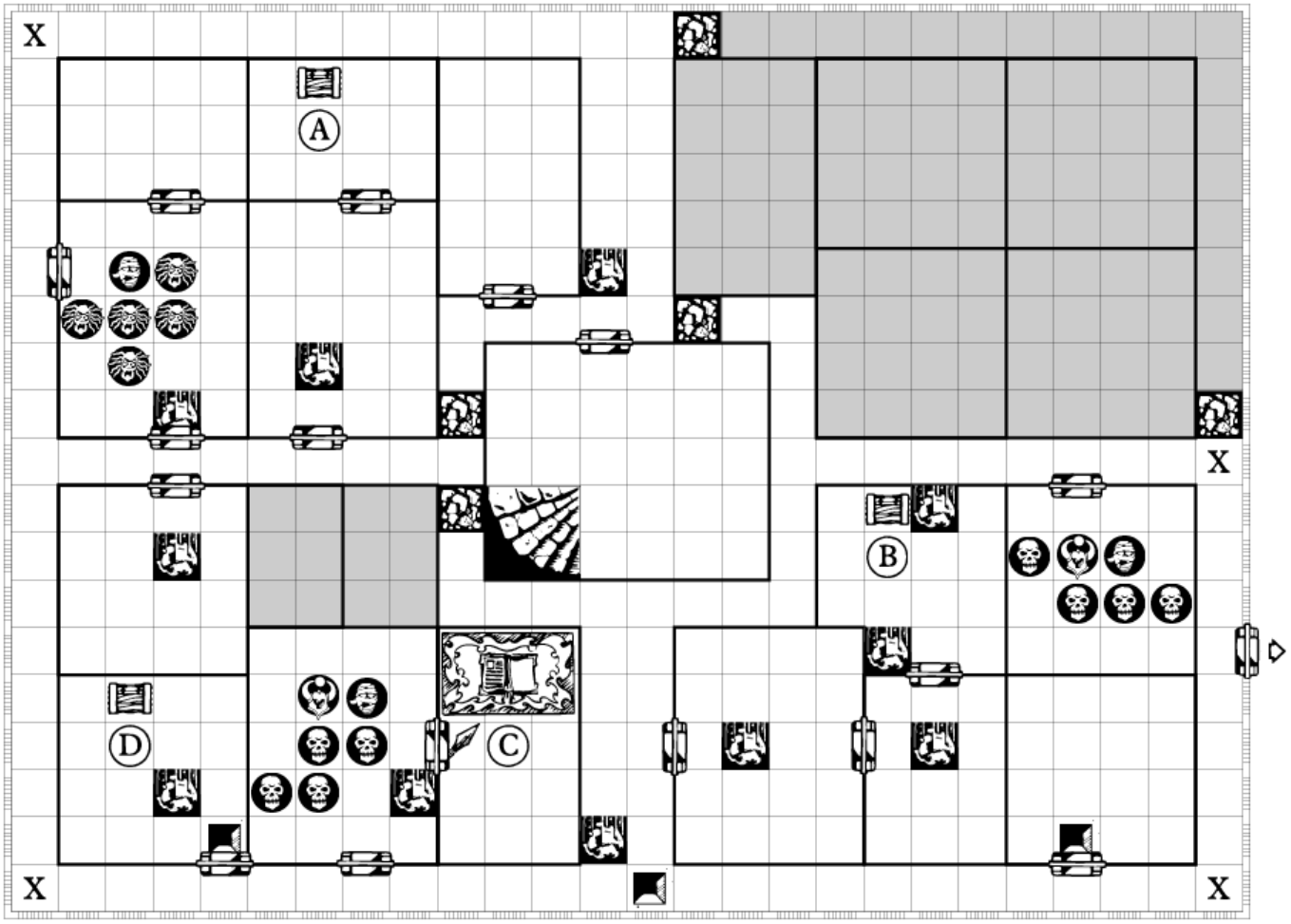
B When a Hero opens this door, the magical ice will shatter and the Forgotten Legion will move to attack on your (Morcar's) turn. (Don't tell the Heroes this until after the door has been opened.)

C Skulmar stands on the space marked "C". Use the Chaos Warlock to represent Skulmar. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Skulmar	8	5	6	5	4

If the Heroes are destroying a lot of the monsters, Skulmar should try to escape. To do this, he must reach the spiral stairway, at which point he is removed from the gameboard. If Skulmar is killed, the Heroes will find his treasures: the Rabbit Boots (new Artefact Card) and the Pass Through Rock spell scroll.

Wandering Monster: Chaos Warrior



- Quest 8 -

The Forbidden Caverns

"No man has ever entered the Forbidden Caverns before. Even Loretome can tell little of what lies before you. It is said that the passages are filled with the walking dead, mindless servants of Morcar. 'You must also be wary of the caverns themselves, for they are ready to collapse at any time. 'You must find the exit door to continue your Quests."

The Heroes enter on the spiral stairway.

At the beginning of each of your (Morcar's) turns, you may pick 2 Skeletons, Zombies, or Mummies that are available and place them on any two of the spaces marked with an "X".

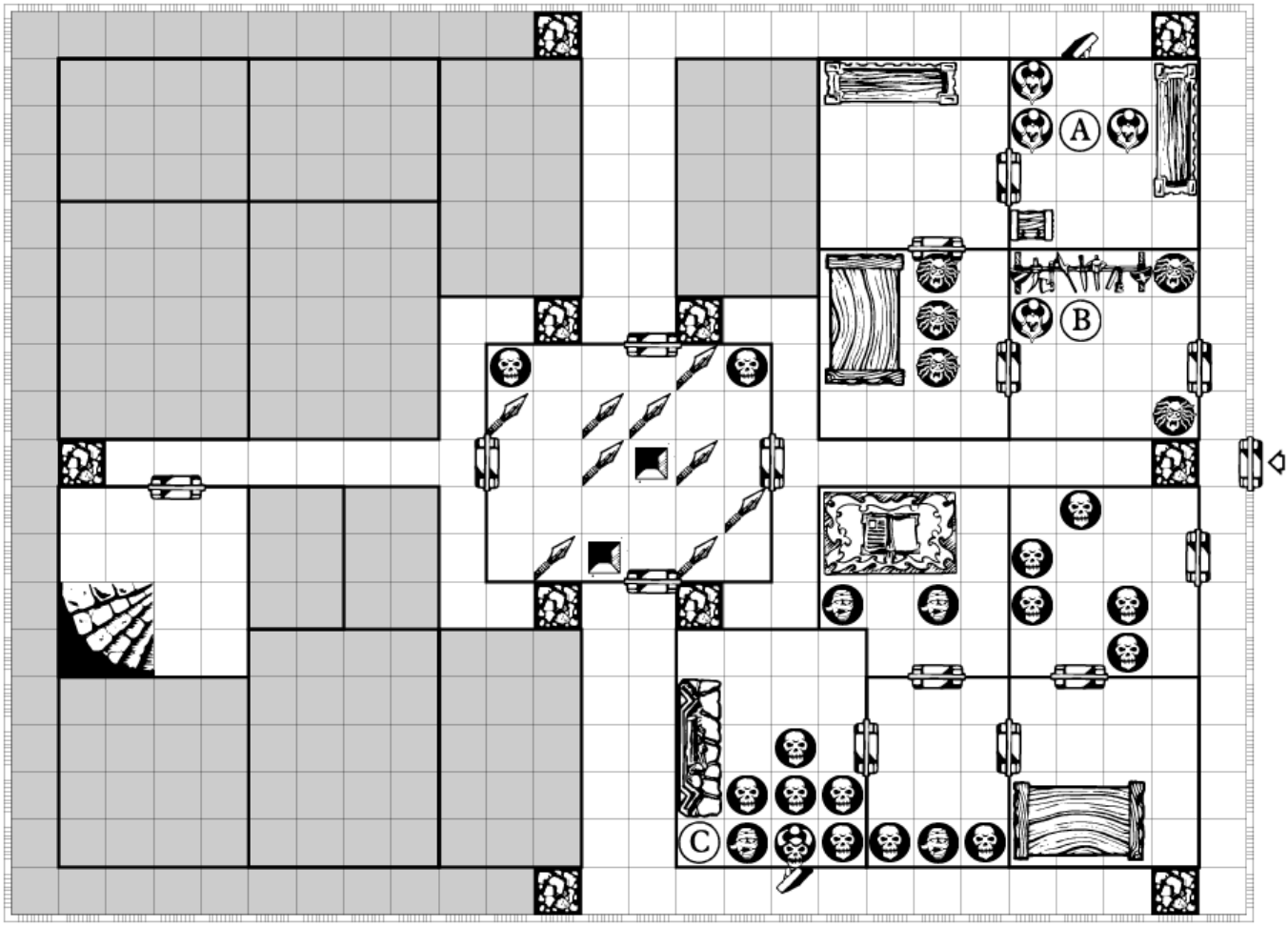
A The first Hero to search for treasure in this room will find 360 Gold Coins in this chest. He will also find 2 Anti-poison Quills. (See the new Artefact Card.) The quills may be divided between 2 Heroes.

B This chest is empty.

C The first Hero to search for treasure in this room will find the *Heal Body* and *Courage* spell scrolls on the sorcerer's table. The scrolls may be divided between 2 Heroes.

D This chest is trapped with a poison needle. If a Hero searches for treasure in this room before the trap has been disarmed, he will lose 3 Body Points. The chest contains 2 shortswords and 2 longswords. These weapons are exactly like the ones described on the Equipment cards. They may be divided among the Heroes.

Wandering Monster: Chaos Warrior



- Quest 9 -

The Last Gate

"This, my friends, is the last gate before you reach the Court of the Witch Lord. The passages beyond the gate are guarded by Chaos Warriors from the Doomguard. Beware! They are more powerful than other Chaos Warriors that you have already defeated. They stand guard here in the chambers of Kessandria, the Witch Queen. You must find the spiral stairway which leads directly to the Witch Lord."

A This is the abode of 3 Doomguard Chaos Warriors. Doomguard are elite warriors who defend using White Shields. They have the following stats:

	Move	Attack	Defend	Body	Mind
Doomguard	8	4	5	3	3

The first Hero to search for treasure in this room will find 240 Gold Coins in the chest. He will also find an Arm Band of Healing. (See the Artefact Card.)

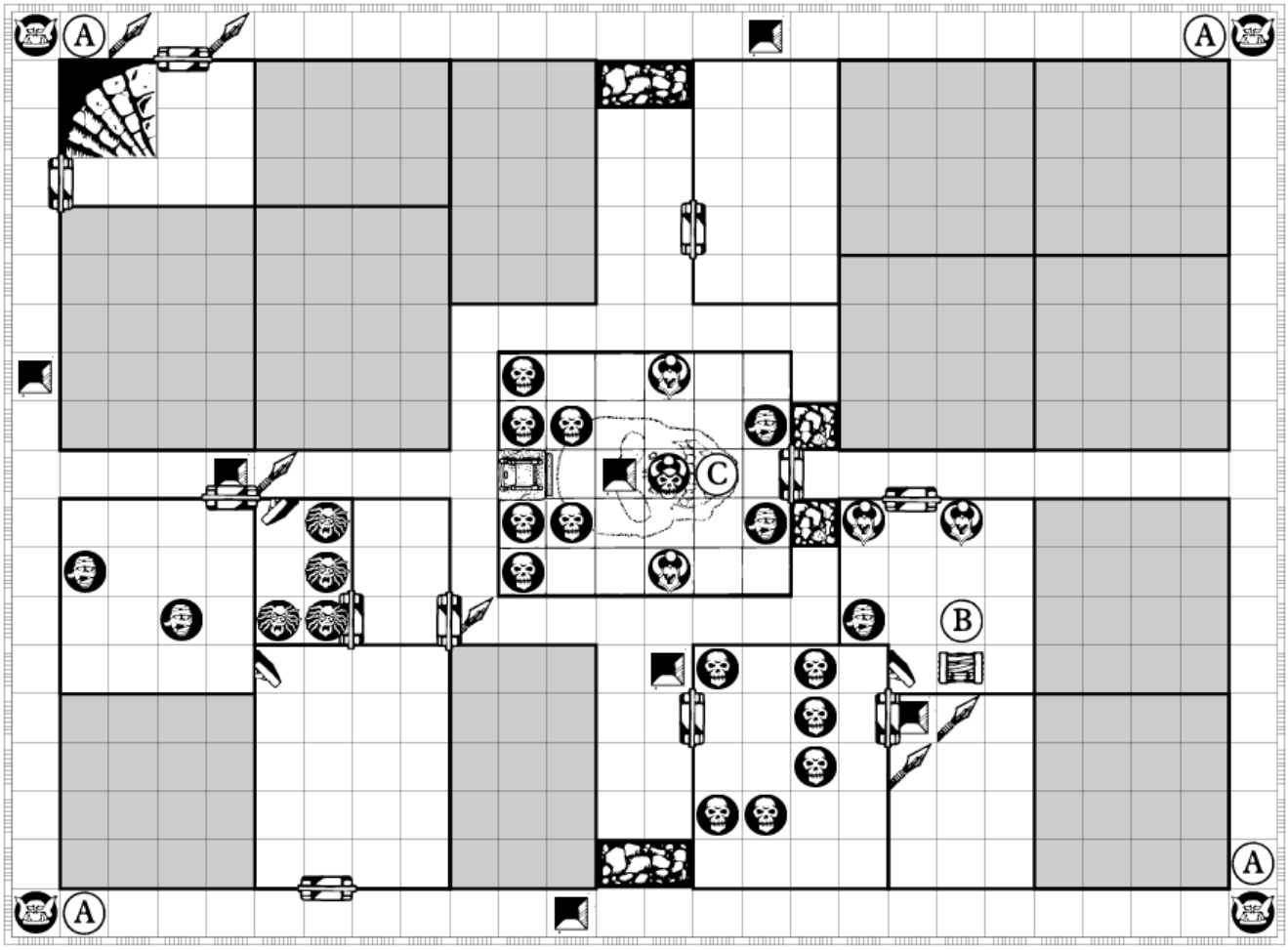
B The Chaos Warrior in this room has the same stats as the ones in the room marked "A". The first Hero to search for treasure in this room will find 2 Magical Throwing Daggers on the weapons rack. (See the Artefact Card.) The daggers may be divided between 2 Heroes.

C This is the chamber of Kessandria, the Witch Queen. She is immune to all spells except Fire spells. She has the following stats:

	Move	Attack	Defend	Body	Mind
Kessandria	6	4	6	5	4

Kessandria also knows the following Chaos spells: **Lightning Bolt**, **Tempest**, **Fear**, **Sleep** and **Cloud of Chaos**. She has a Potion of Speed which will allow her to move 12 squares on the turn in which she drinks it. If Kessandria's Body Points are greatly reduced, she should attempt to escape by going through the secret door (which she can open) and by trying to reach the spiral stairway. As Kessandria retreats, she may open doors as needed. If she succeeds in escaping remove her from the gameboard.

Wandering Monster: Chaos Warrior



- Quest 10 -

The Court of the Witch Lord

"The Witch Lord has watched your progress. He has tried repeatedly to destroy you but you have thwarted him every time. Now he has fled to his throne room. There you must do battle with him. This time there must be no escape for him."

The Heroes enter on the spiral stairway.

A These 4 Orcs are magical statues which do not move and cannot attack or be harmed. They completely block the corridors. They cannot be climbed over or passed. If a Hero attacks any of these statues, his weapons will break (even a magical throwing dagger or other ranged weapon will break). He then loses that weapon and must cross it off his Character Sheet. The only exception to this rule is the Spirit Blade, which is so powerful that it will not break. However, it still will not harm the statue.

B The first Hero to search for treasure in this room will find 2 Potions of Healing in the chest. Each potion will restore up to 4 lost Body Points.

C Here the Witch Lord awaits the final conflict. Place the large Throne room tile in this room only after a Hero opens the door to the room.

Use the Chaos Warlock figure to represent the Witch Lord. The 2 Chaos Warriors in this room are members of the Doomguard and their stats are listed in the previous Quest. The first Hero to search for treasure in this room will find 500 Gold Coins in a secret compartment under the stone. The Witch Lord's new stats are as follows:

	Move	Attack	Defend	Body	Mind
Witch Lord	10	5	6	5	3

The Witch Lord can only be harmed by 4 things at this time: The Spirit Blade, the Fire of Wrath spell, the Ball of Flame spell and the Magical Throwing Dagger. The Witch Lord knows the following Chaos spells: **Summon Undead**, **Firestorm**, **Tempest**, **Lightning Bolt**, **Fear** and **Command**. If the Witch Lord is killed, read aloud the text on the next page.

Wandering Monster: Mummy

EPILOGUE

"The 'Witch Lord has been defeated and his army of the dead remains asleep under the earth. The magic that animated them has been weakened. 'Yet this victory could herald our downfall if we relax our struggle. 'Now is the time for our efforts to be renewed. 'Now the foe is weaker, our blow must be all the stronger. The minions of the 'Witch Lord who escaped are still active and will surely strive to have revenge on those who defeated their master. Indeed, Loretome has shown me that Skulmar, who we believed to be slain, has escaped from the ruins of 'Kalos with many of the 'Witch Lord's most powerful spell books. He was aided by the traitorous Sir 'Ragnar who you once rescued from the forces of Chaos but who has now been corrupted by that same influence. I fear that it will not be long before you will have to confront Skulmar and attempt to end this threat forever, although Sir 'Ragnar has been captured and executed.

'But for the present you have earned yourselves a rest. So come, my friends, the Emperor awaits you in the Grand Palace. Tonight you are to be honoured for your incredible feats of heroism in the presence of the nobility of the whole Empire!" - Mentor

AGAINST THE OGRE HORDE

By Stephen Baker

Morcar sat motionless on his throne of pure jet, deep in thought. His eyes scanned the image of the Emperor's lands, which he had magically conjured before him. He had been so close to victory, so nearly had he trapped and destroyed the Emperor and his forces in the ancient fortress at Karak Varn. But he had been foiled at the last minute by the Emperor's accursed Champions. The same fate had befallen his powerful ally the Witch Lord whose Army of the Dead had crumbled following the slaying of their leader. Morcar needed some new and subtle means to attack the Empire and weaken its forces before he could lead his armies against them once more. Suddenly his gaze froze and a smile sent ripples through the lines of his ancient face. A plan had come to him.

A month later Morcar again sat back to examine the scheme he had set in motion. He had never before considered the ancient race of Ogres as a potential tool. Their undisciplined and random nature made them unreliable as servants and dangerous as allies. However, using the magical arts at his disposal, Morcar had planted one of his Chaos sorcerers, Festral, within the subterranean fortress of the infamous Dirgrusht Ogre clan. Drawing from a magical pool of Chaos power, Festral had subtly taken control of the Ogre clan and started them on a series of raids on the Emperor's farmlands. This was only the beginning, for as the raids went on, other Ogre clans and Orc tribes came to swell the ranks of his new army.

HOW TO PLAY AGAINST THE OGRE HORDE

Chaos Sorcerer Spells

Below are three new Chaos Spells that use Mind Points to affect their targets. Mind Points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and more importantly, how well they can resist it. These new Chaos Spells have spell tokens which monsters will use when allocated them in the Quest notes.

Chaos Sorcerers may only cast one spell per turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer who casts a spell may also move, but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer cast a spell and is killed, that spell stops working at once.

For example: If the Chaos Sorcerer uses a spell on a Hero and is killed before that character's turn, the Chaos Sorcerer's spell stops working at once. The Hero is then free to move on his next turn.

Mind Lock

This spell allows a servant of Chaos to freeze a Hero's mind and prevent him from taking any action. The Chaos Sorcerer makes a Mind Attack against his target by rolling a number of Combat Dice equal to his Mind Points. His target defends with as many Combat Dice as he has Mind Points. The defender is frozen for one turn for each Skull scored by the attacker. If no Skulls are scored against the target, the spell has no effect. A Mind Locked Hero places one Mind Lock token on his Hero board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's hold by rolling one Combat Die for each Mind Point. If he manages to roll 3 Skulls or more, he may remove all remaining Mind Lock tokens on his Hero board. A frozen Hero may not move, attack or perform any other action, but he may defend against other attacks using only 1 Defend Die.

Dominate

This spell allows a Chaos Sorcerer to take control of a Hero for 1 turn. The Chaos Sorcerer must attack his target by rolling a number of Combat Dice equal to his Mind Points while the defender does the same to defend himself. The Chaos Sorcerer places a Dominate counter on the character's board and may move that character immediately. He may move, cast spells and fight with the Hero as normal and may attack the other players with him. A Hero is only Dominated for the duration of the Chaos Sorcerer's turn. If the attack is unsuccessful, nothing happens.

Mind Blast

This spell allows a Chaos Sorcerer to inflict Mind Point damage to a Hero without having to be next to him or physically attacking him. A Chaos Sorcerer with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of Combat Dice equal to their current Mind Point score and add up the number of Skulls they have. The one with the most Skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of Skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a Hero or monster loses all his Mind Points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind Points are recovered between Quests in the same way as Body Points.

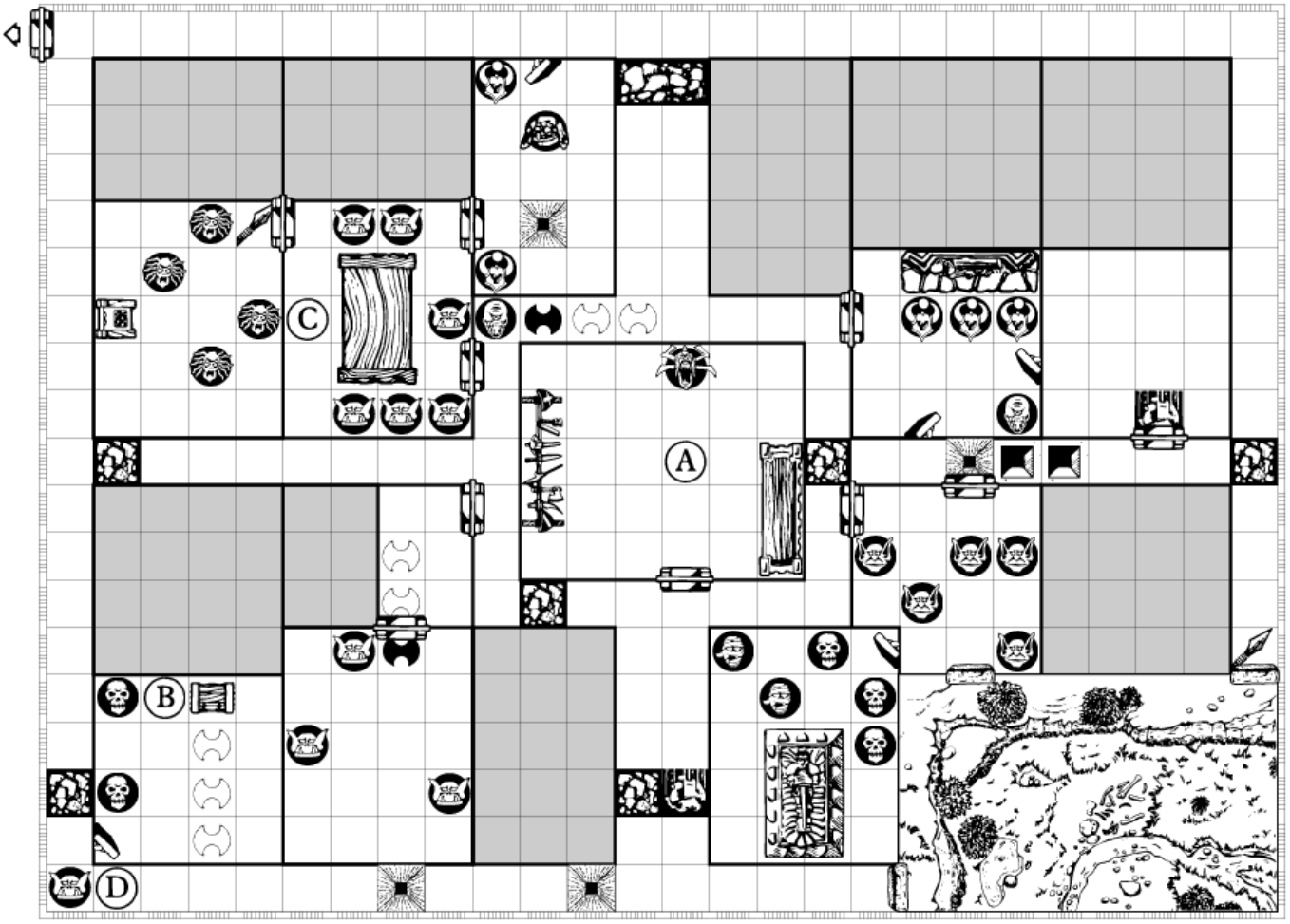
PLAYING THE CAMPAIGN

At the start of the first Quest, each Hero should receive five healing potions, each of which will heal the character up to his maximum Body Points once. Take a note of these potions on the character sheets and cross them off as you use them. Any number of potions may be used in any one Quest.

Heroes that use magic may replenish their spells between Quests, but they must keep the same spells they chose right at the start of the first Quest.

Heroes may not buy new equipment between these Quests but may keep anything they have found in those Quests.

As normal, Morcar should reshuffle the Treasure Deck between each Quest, returning any used Treasure Cards from the previous Quest to the pack.



- Quest 1 -

Search for the Ogre Fortress

"You, my Heroes, must find the gateway to the Ogre Fortress which is hidden within the coils of a vast cavern complex. But tread warily for the denizens of that Fortress will surely have placed guardians and traps to protect their domain."

A The Gargoyle in this room has the following stats:

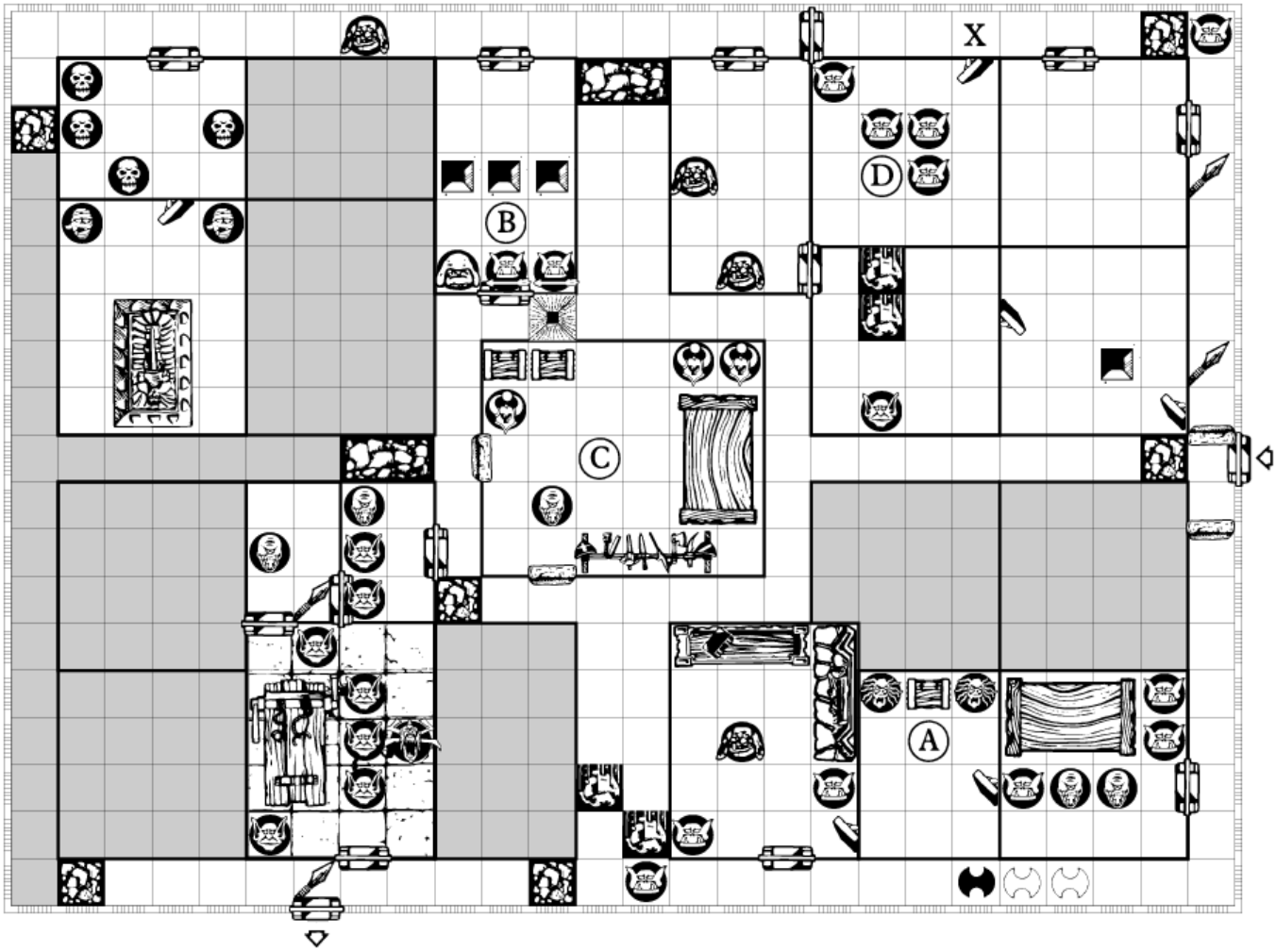
	Move	Attack	Defend	Body	Mind
Gargoyle	6	4	5	5	4

B This Swinging Blade Trap will only be triggered by someone opening the chest or someone attempting and failing to disarm the trap. The chest contains 50 Gold Coins.

C All the Orcs in this room are armed with spears and may attack diagonally or with their normal Combat Dice if they wish.

D This Orc is a magical statue, which is able to cast a Fireball of 3 Combat Dice, every turn. It has 5 Combat Dice in defence and 2 Body Points. It is unable to move and is immune to all spells. Players may only pass this statue once it has been destroyed.

Wandering Monster: 4 Goblins



- Quest 2 -

The Outer Caves

"You have found the entrance to the Ogre Fortress. You must now strike at their raiding parties and destroy the subterranean headquarters where they plan their raids. Purge the central chamber of monsters, then press on to the exit door."

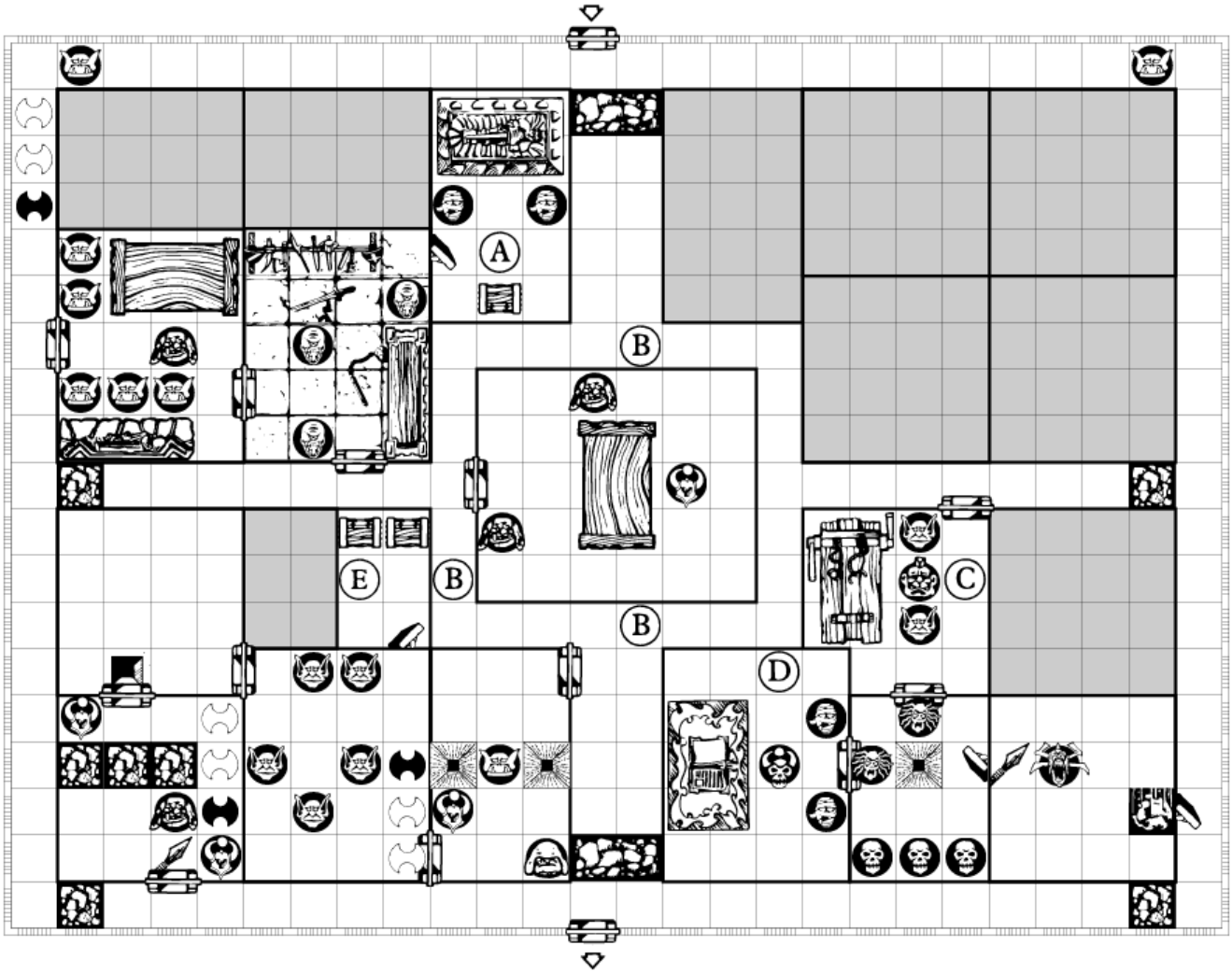
A This chest contains Emeralds worth 300 Gold Coins.

B The Orcs in this room have crossbows. They will pick off adventures while the Ogre prevents them from crossing the Pit Traps.

C These are the headquarters for the Ogres' raiding squads. To complete the Quest, the Heroes must clear this room of monsters and be the sole occupants for one turn. The two chests contain the loot from the Ogres' latest raid, a total of 600 Gold Coins and a Potion of Healing which will heal up to 4 Body Points.

D The first Hero to land on or pass the space marked with an "X" will activate the occupants of this room and will open the secret door.

Wandering Monster: 2 Chaos Warriors



- Quest 3 -

Lair of the Ogre Horde

"In order to reach the heart of the fortress, you must make your way through the lair that houses the might of the Ogre Horde. Be wary not to alert these forces to your presence for even you might be hard pressed to defeat an entire army."

A This chest contains 200 Gold Coins.

B Whenever there are any Heroes in any of these corridors during Morcar's turn, he must roll 1d6. On a roll of 1 or 2 all the monsters in the central hall are activated and the doors opened. A roll of 3-6 has no effect. Morcar may roll every turn that there is somebody in the central hall.

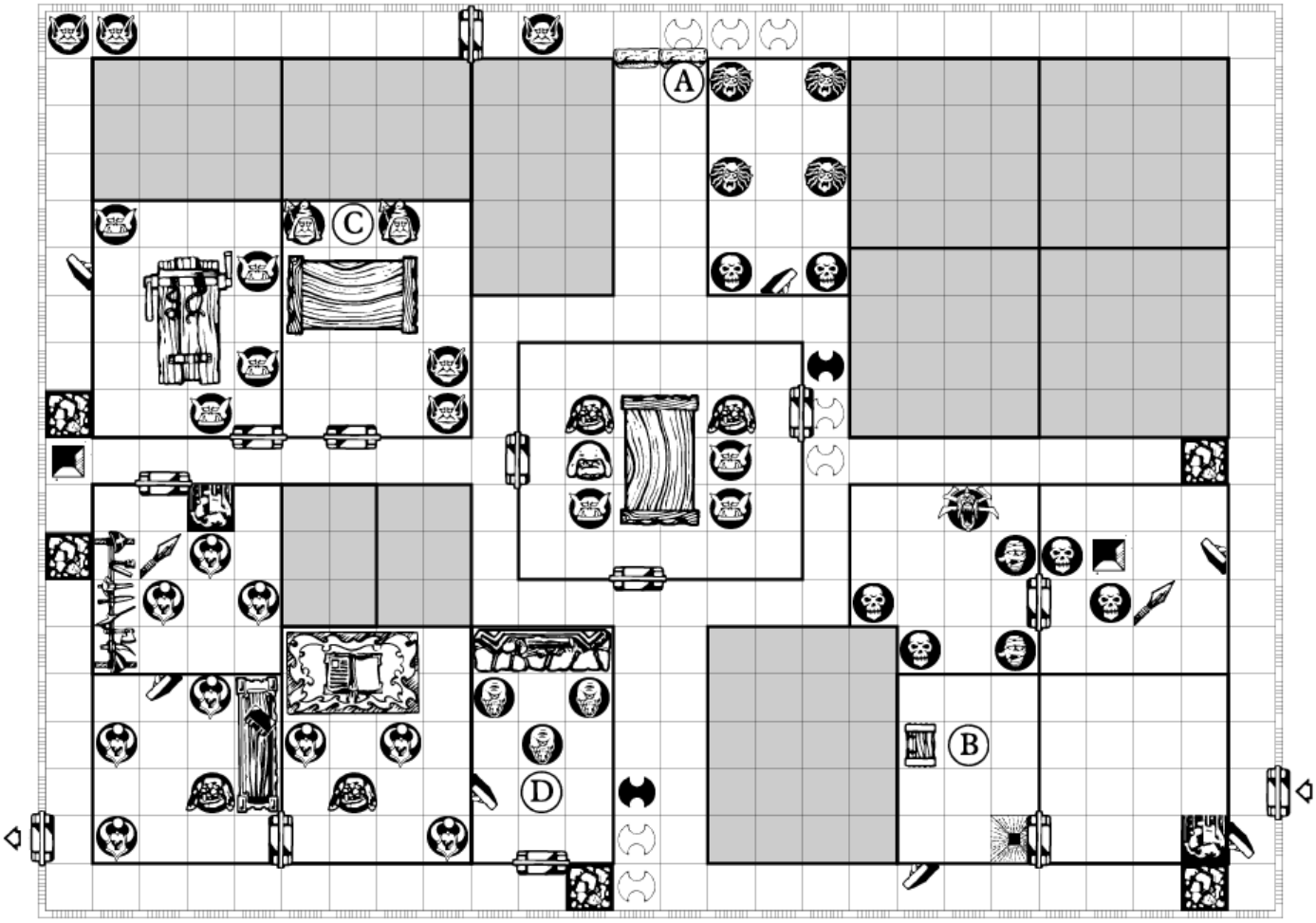
C This is the chamber of Tograk, the commander of the Ogre forces. He is an Ogre Chieftain. He has 10 Body Points.

D This is the chamber of Nexrael, an apprentice Chaos Sorcerer. Nexrael can use the **Mind Blast** spell and has 4 tokens for it.
Nexrael has the following stats:

	Move	Attack	Defend	Body	Mind
Nexrael	8	3	4	5	5

E This is the Horde's plunder room. There are 400 Gold Coins in the first chest. The second chest conceals a spear trap and contains 500 Gold Coins.

Wandering Monster: 3 Orcs



- Quest 4 -

The Carrion Halls

"You are now entering the inner reaches of the fortress. Before you can reach any of your objectives, you must pass through the Ogres' eating halls where they pursue one of their favourite pastimes."

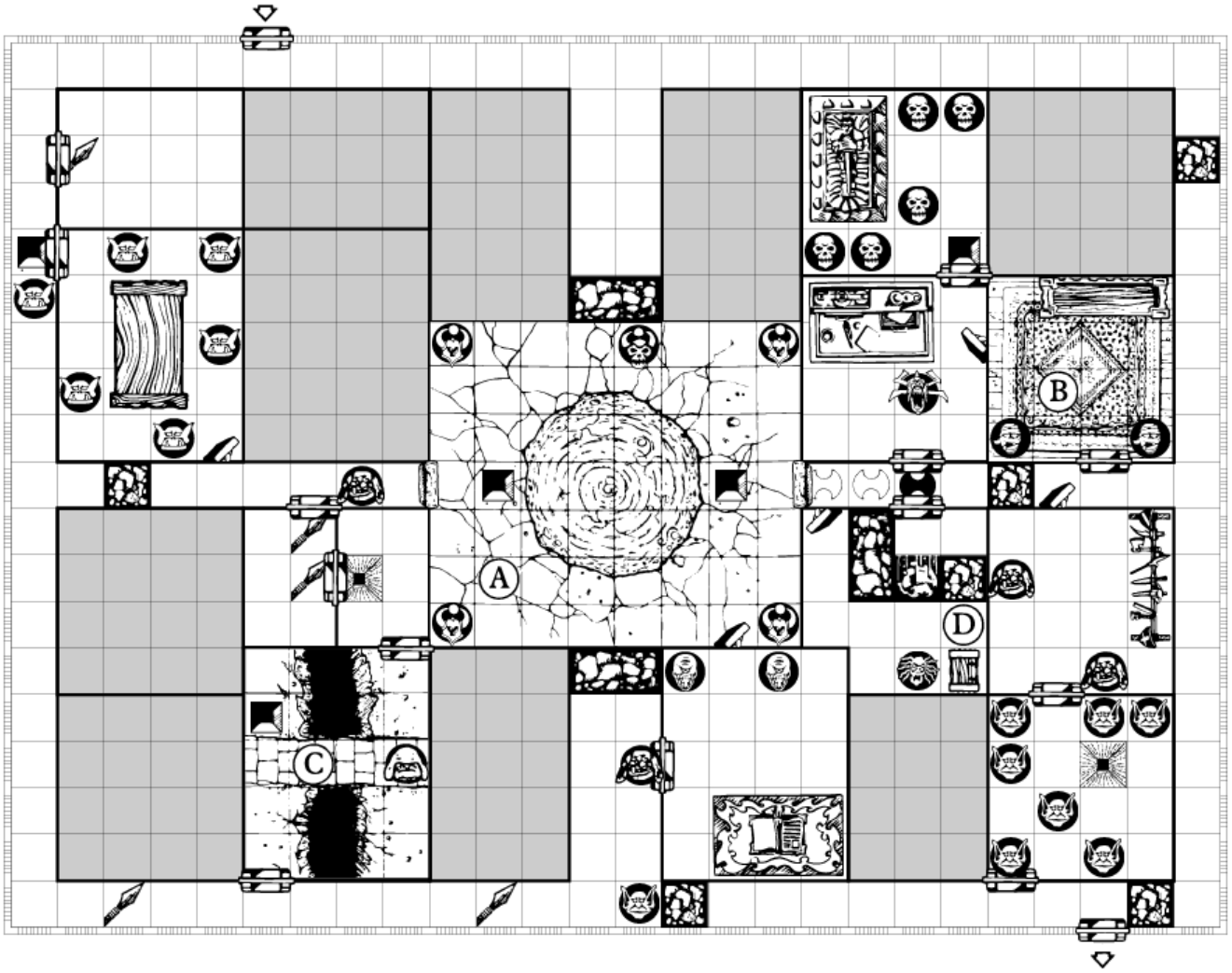
A If a Hero opens the door on the right, they will activate the swinging blade trap marked on the board. It cannot be activated any other way.

B This chest contains 200 Gold Coins and some old bones.

C These two Goblins are both armed with shortbows. They may each make ranged attacks with 2 Attack Dice.

D A search of this room will reveal a cache of 5 diamonds worth 100 Gold Coins each, hidden behind the fireplace.

Wandering Monster: 2 Fimir



- Quest 5 -

The Pit of Chaos

"Tread carefully Heroes, for I sense that you are now approaching a source of Chaos power. Before you can continue, you must destroy this source by finding Festral's Ring of Power and hurling it into the Pit. Then you may find the exit and continue your journey."

A In the centre of this chamber is the Pit of Chaos. Anyone who moves into the pit will instantly turn to Chaos and fall under the control of Morcar forever. This is the domain of Festral, the Chaos Sorcerer, whose stats are as follows:

	Move	Attack	Defend	Body	Mind
Festral	6	4	5	5	8

Festral knows all three of the Chaos Sorcerer spells and has three tokens for each.

The Chaos Warriors in the room are elite members of Festral's personal guard and have the following stats:

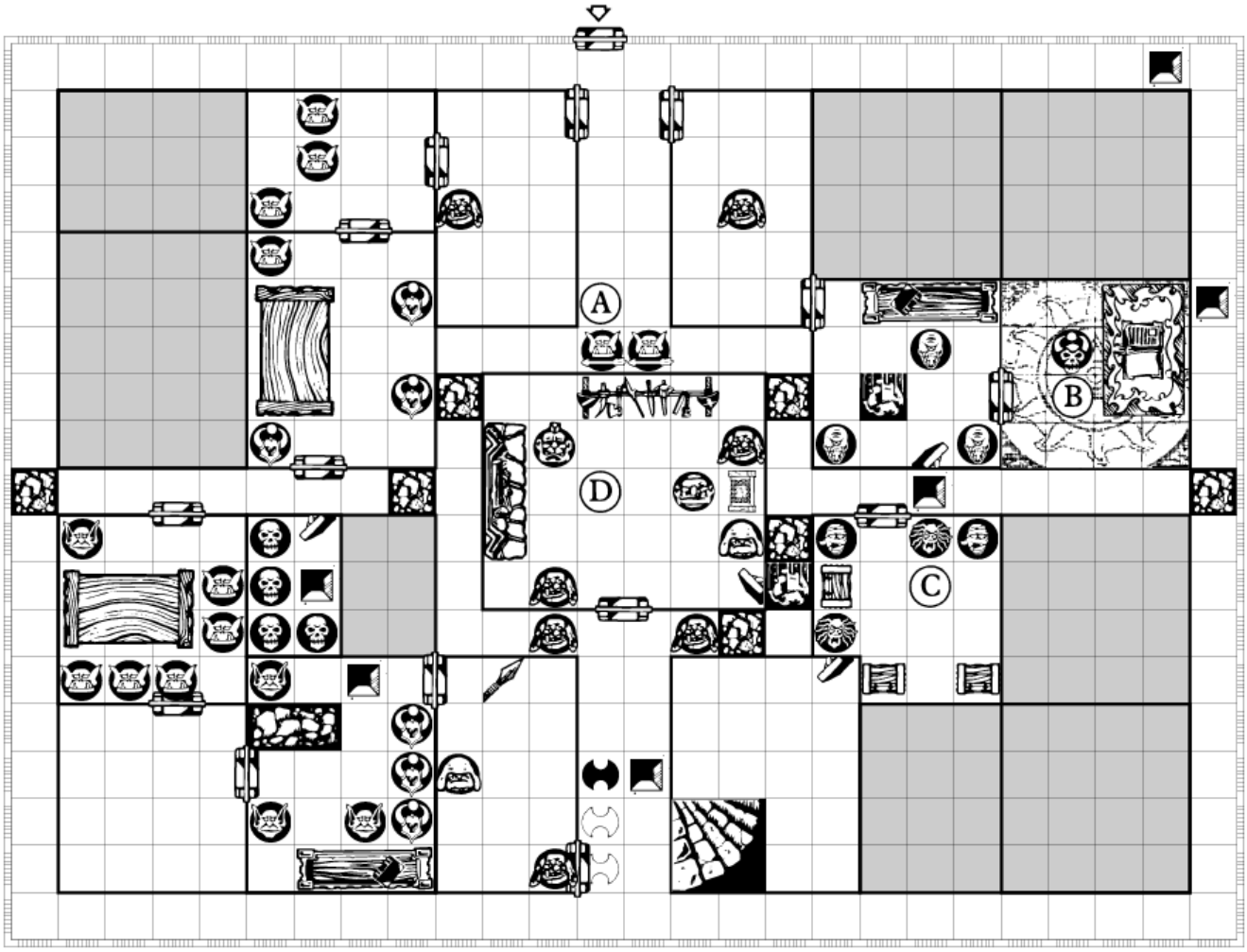
	Move	Attack	Defend	Body	Mind
Elite CW	7	5	5	3	3

B Hidden in the bookshelf is a hollow book containing Festral's Ring of Power and 10 diamonds worth 75 Gold Coins each.

C The centre of this room is a bottomless pit, over which one small bridge stretches. Any character or monster that falls into the Pit dies.

D This treasure chest is empty.

Wandering Monster: 3 Chaos Warriors



- Quest 6 -

Fortress of the Ogre Lord

"At last you have reached the heart of the Ogre Fortress where the lord of the Ogres presides over his clan. If you kill the Ogre Lord, you will break the unity of the Ogre Horde and save the Empire from their threat"

A Both of these Orcs are armed with crossbows, which may make ranged attacks with 3 Combat Dice.

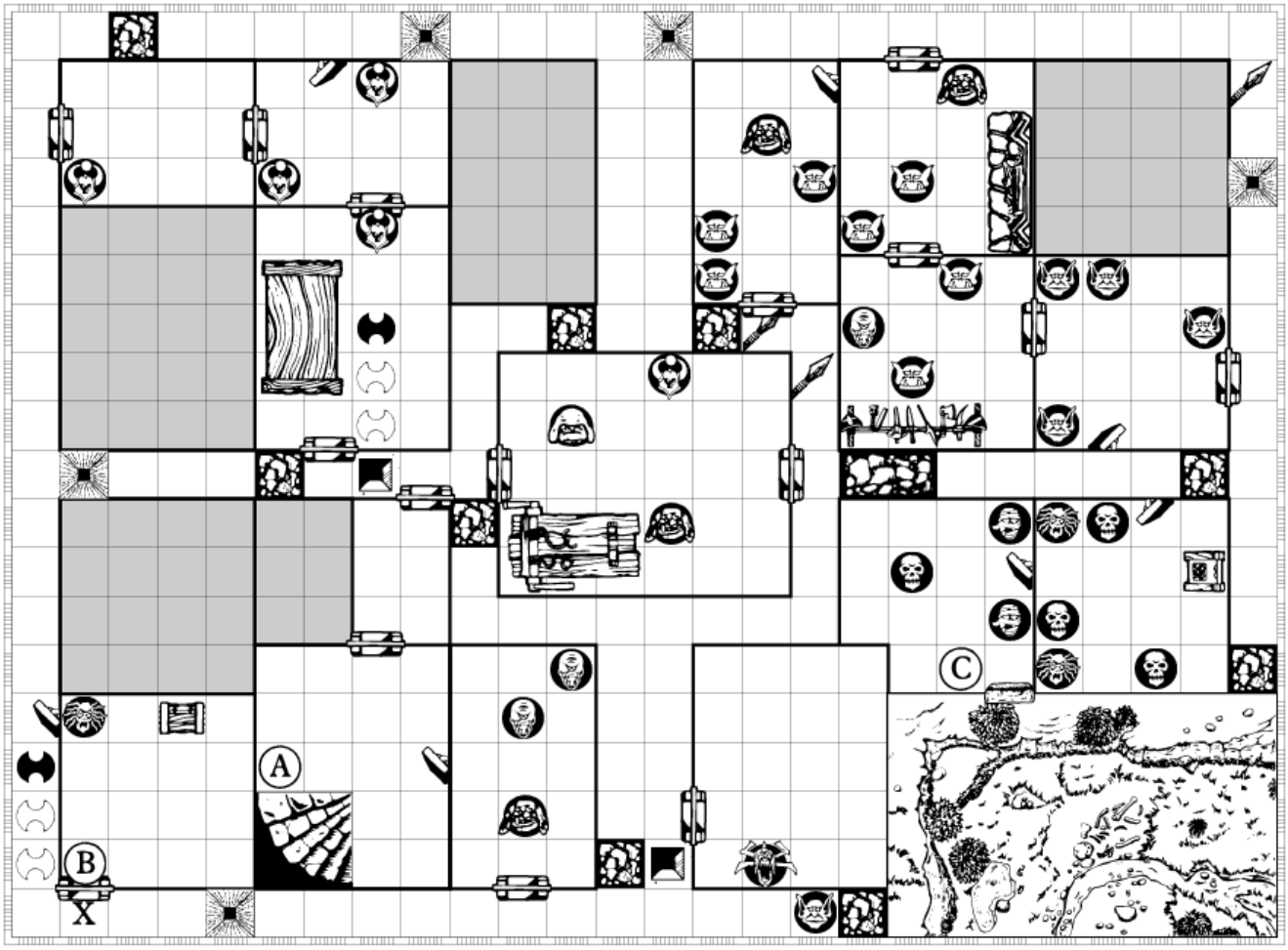
B This is the chamber of Xenloth the Chaos Mage, who is Festral's assistant. Xenloth is able to use the Mind Lock spell and the Mind Blast spell. He has 5 tokens for each spell. Xenloth's stats are as follows:

	Move	Attack	Defend	Body	Mind
Xenloth	6	2	4	4	4

C Here lies the treasure of the Ogre Lord. Each chest contains 700 Gold Coins, but all the chests conceal traps. Anyone opening one of them is attacked by a spear trap. Roll 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point of damage.

D You have finally reached the Great Hall of the Ogre Lord. Here he sits with his general, an Ogre Chieftain and his finest warriors. If he is killed, the first Hero to search the room will find his jewel-encrusted crown, which is worth 450 Gold Coins.

Wandering Monster: Ogre Warrior



- Quest 7 -

Flight to the Surface

"A thousand praises my Heroes! 'You have destroyed the Ogre Lord and shattered the might of the Ogre Horde. 'But beware for we cannot rejoice yet! 'You are still deep within the Ogre Fortress and the alarm has now been raised. 'You must escape! If you can reach the surface you will be able to lead the Emperor's forces against the remnants of the Ogre Horde."

On each of his turns, Morcar may activate all the monsters in one or two rooms, whether the door to that room has been opened or not. He rolls 1d6. On a roll of 1-5 one room may be activated; on a roll of 6 he may activate two rooms. The contents of the room(s) are then laid out and the door is opened. Any monsters in that room may move on that turn.

A On each turn after the Heroes have left this room, Morcar may place up to three Orcs on the stair tile, depending on how many he has available. The Orcs may move immediately.

B The first Hero to open this door will trigger a falling rock trap which will fall on the space marked with an "X". This works in the same way as a normal Falling Block Trap. The chest inside the room is empty.

C Once a Hero passes through this door onto the overground tile, they are safe. No monsters may follow them there.

Wandering Monster: Morcar may activate one room.

WIZARDS OF MORCAR

By Stephen Baker

A Glimpse of Chaos

As the rain lashed down and thunder rumbled across the sky, a brief flash of lightning illuminated a be-draggled group of travellers. Their slow climb up the rocky slopes to the foreboding tower at the summit seemed to last an eternity. At last the figures escaped the storm and entered a dark hallway. As they peered into the shadows, they saw a sinister figure on a rocky throne.

A solitary traveller stepped forward from the huddled and dripping group and addressed the presence on the throne.

"My Lord Morcar, we come bearing grave tidings. We must report the failure of your plan to raise the Ogre Horde against the Empire. Once again we were routed by his accursed Champions and once again we were forced to flee."

The figure on the throne shifted and a voice like death broke the silence.

"I am aware of your failure, Festral. But as in all things I have learned from my failures. Firstly, I have learned not to underestimate the Emperor's Heroes. Secondly, I have learned not to rely on fools. I have therefore conceived a new scheme to destroy the Emperor's Heroes forever. I have chosen four Lieutenants to carry out my plan. Come forth my Lieutenants."

With that command, four silhouettes stepped from the shadows.

"Let me present Zanrath, High Mage of Sarako."

An ancient bearded man wearing a pointed hat and carrying a staff topped with a crescent moon bowed down towards Festral and his retinue.

"Fanrax, the Malicious."

At the mention of his name, an evil-looking man adorned with skull symbols and toying with a wickedly sharp dagger gave a sneering smile at the group.

"Boroush, the Storm Master."

With a sweep of his oaken staff, a ragged and bearded figure greeted the refugees.

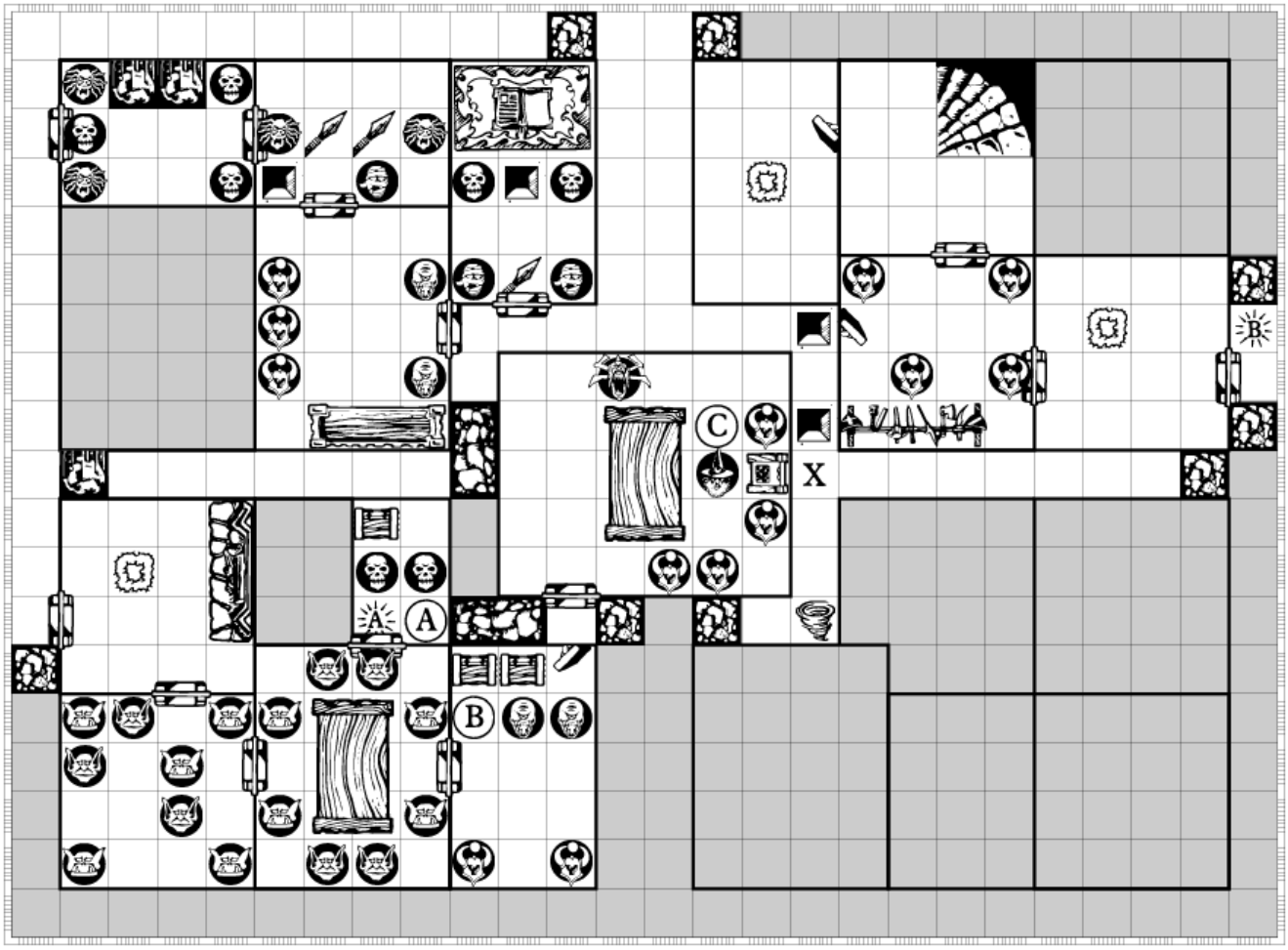
"And finally, Grawshak, Orc Shaman of the Northern Tribes."

The last of the four Lieutenants, an orc decorated in skins, feathers and skulls, carrying a massive totem wand growled what might have been a greeting or a curse at the party.

"I believe that these four Sorcerers will succeed where you have so miserably failed. And it is they who will punish you for your failure."

With this final word, Morcar disappeared into the shadows. From here he watched with great satisfaction as his four sorcerous Lieutenants erased all trace of Festral and his followers.

Morcar smiled. These were indeed the ones who would finally destroy the Emperor's Heroes forever.



- Quest 1 -

The Tower of the High Mage

"The first of Morcar's sorcerous lieutenants you must defeat is Zanwrath, High Mage of Sarako. He lives in a magical tower, high in the Tarak Mountains where he is guarded by his army of elite Chaos Warriors. Prepare yourselves my Heroes for a fearsome battle against steel and magic."

All Chaos Warriors encountered in this Quest are part of Zanwrath's elite force. Their stats are as follows:

	Move	Attack	Defend	Body	Mind
Elite CW	7	5	5	3	3

A This chest is empty.

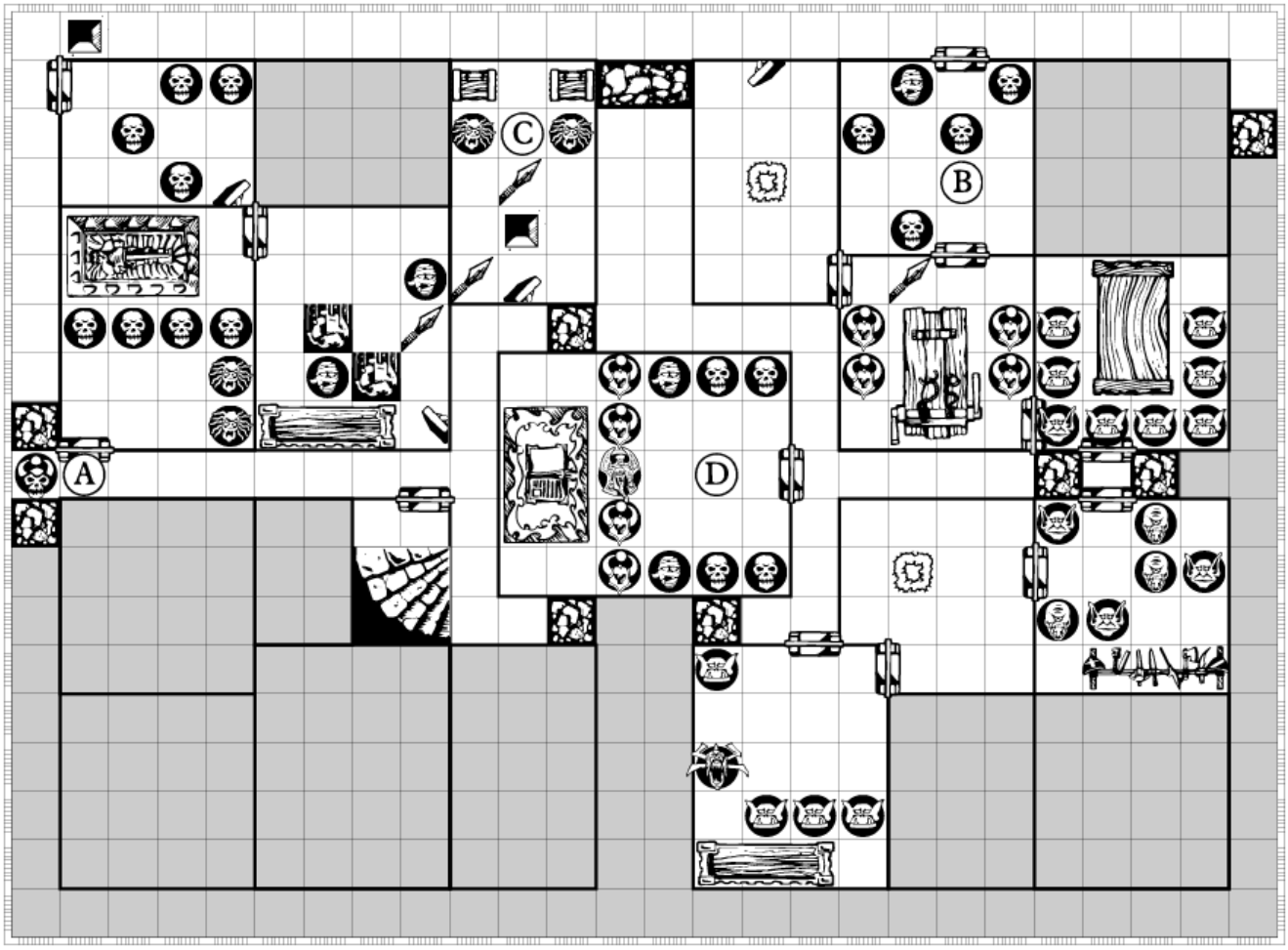
B The chest on the left contains 300 Gold Coins and a healing potion which will restore 2 Body Points to the first Hero who drinks it. The second chest is empty.

C This is the chamber of Zanwrath. He has all 6 of the High Mage Spells.
His stats are as follows:

	Move	Attack	Defend	Body	Mind
Zanwrath	5	5	5	5	8

Any Hero who searches the room will discover 400 Gold Coins in a secret drawer in the table.

Wandering Monster: 2 Elite Chaos Warriors



- Quest 2 -

Crypt of the Necromancer

"Summon up your courage my Heroes, for you must journey to a most terrible place to find your next enemy, Fanrax the Malicious. He dwells in an ancient crypt that lies in the vast and nameless graveyard swamp beyond the Shuddering Forests. Be doubly careful, for Fanrax commands both the forces of the living and the forces of the dead."

All Skeletons in this Quest are special creations of Fanrax himself. Their stats are as follows:

	Move	Attack	Defend	Body	Mind
Elite Sk.	6	3	3	1	0

A This is the magical statue of a Chaos Sorcerer. At the beginning of each of Morcar's turns, it will fire a death ray down the corridor which will attack any and all figures in the corridor with 2 Attack Dice, which they may defend against in the normal way. This statue cannot be harmed in any way.

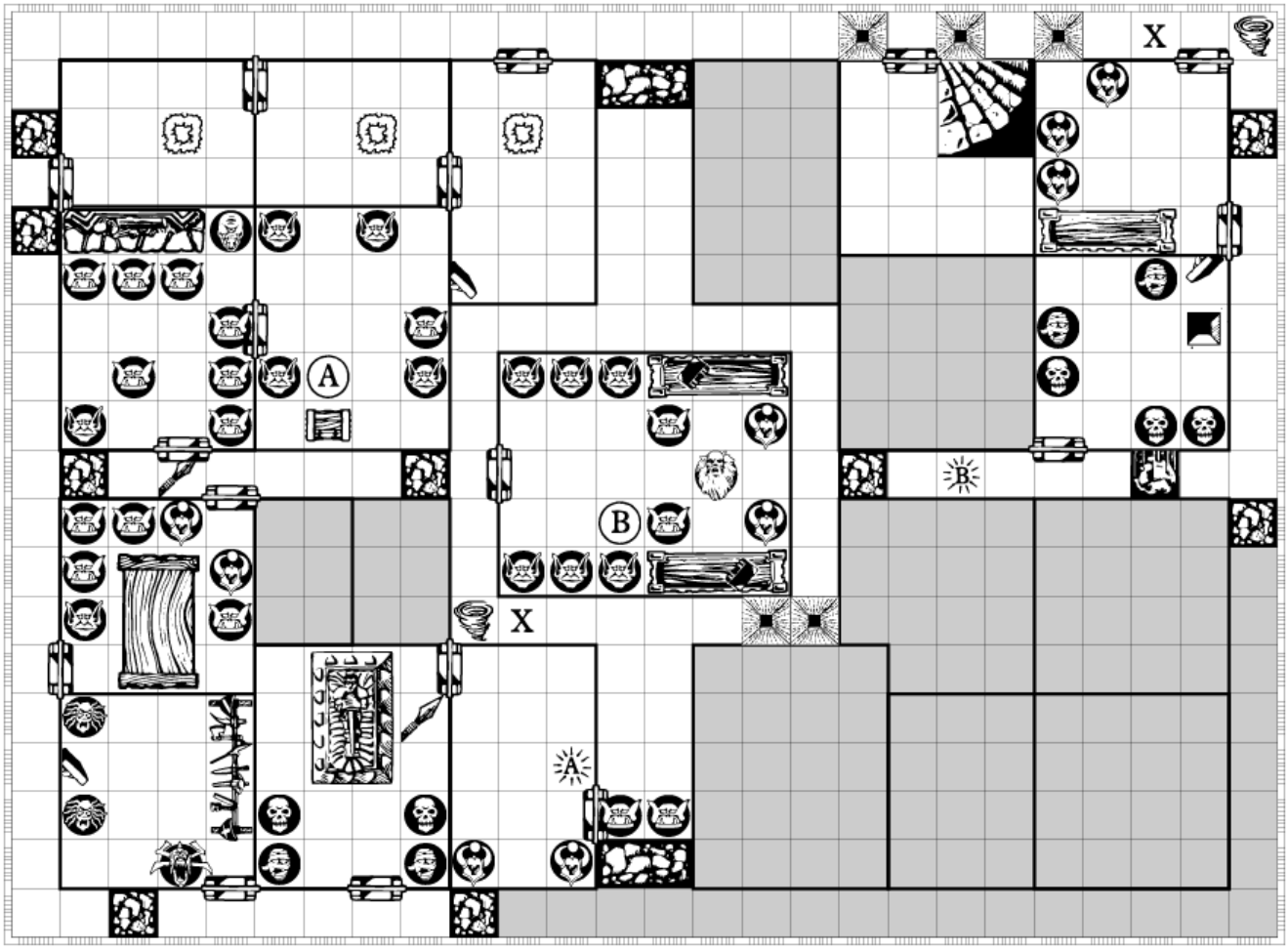
B This room is filled with a magical darkness. Any figures in the room other than Skeletons, Zombies or Mummies will attack and defend with 2 less Combat Dice. No ranged attacks may be used at all.

C Each of these chests contains 150 Gold Coins.

D This is the Crypt of Fanrax the Necromancer. He has all 6 Necromancer Spells. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Fanrax	6	4	6	5	7

Wandering Monster: 2 Elite Skeletons



- Quest 3 -

Eyrie of the Storm Master

"High atop the loftiest peak in the dark mountains lies the eyrie of Boroush, the Storm Master. He is the next Lieutenant of Morcar you must defeat. You have had to scale the sheer heights of the mountains to get to this eyrie. Now you are here you must move quickly, for Boroush commands great elemental forces with which he can easily overcome unwary intruders."

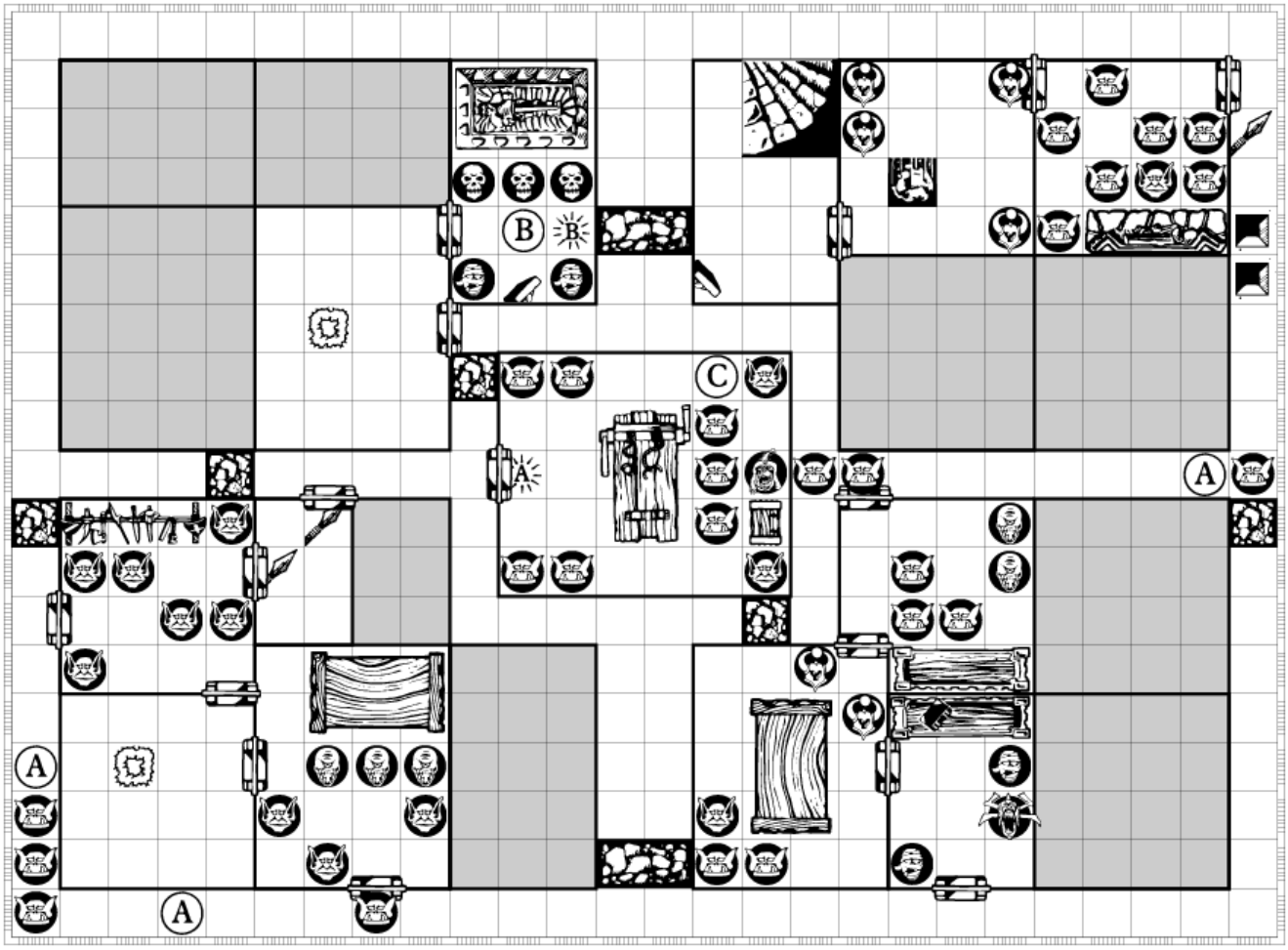
A This chest contains 250 Gold Coins.

B This is the home of Boroush. He has all 6 Storm Master Spells. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Boroush	7	6	5	5	6

Heroes searching this chamber will discover 3 huge gems worth 150 Gold Coins each.

Wandering Monster: 2 Fimir



- Quest 4 -

Lair of the Orc Shaman

"Yonder dark cave in the hillside is the entrance to the lair of Grawshak, Orc Shaman of the Northern Tribes. To reach him you will need scores of brave men, for he has surrounded himself with his fiercely loyal elite body guard. They will fight to the death before they allow you to reach their master."

All Orcs in this Quest are members of Grawshak's elite bodyguard. Their stats are as follows:

	Move	Attack	Defend	Body	Mind
Elite Orc	8	4	3	1	2

A All the Orcs in these corridors are armed with bows and may make ranged attacks with 2 Combat Dice.

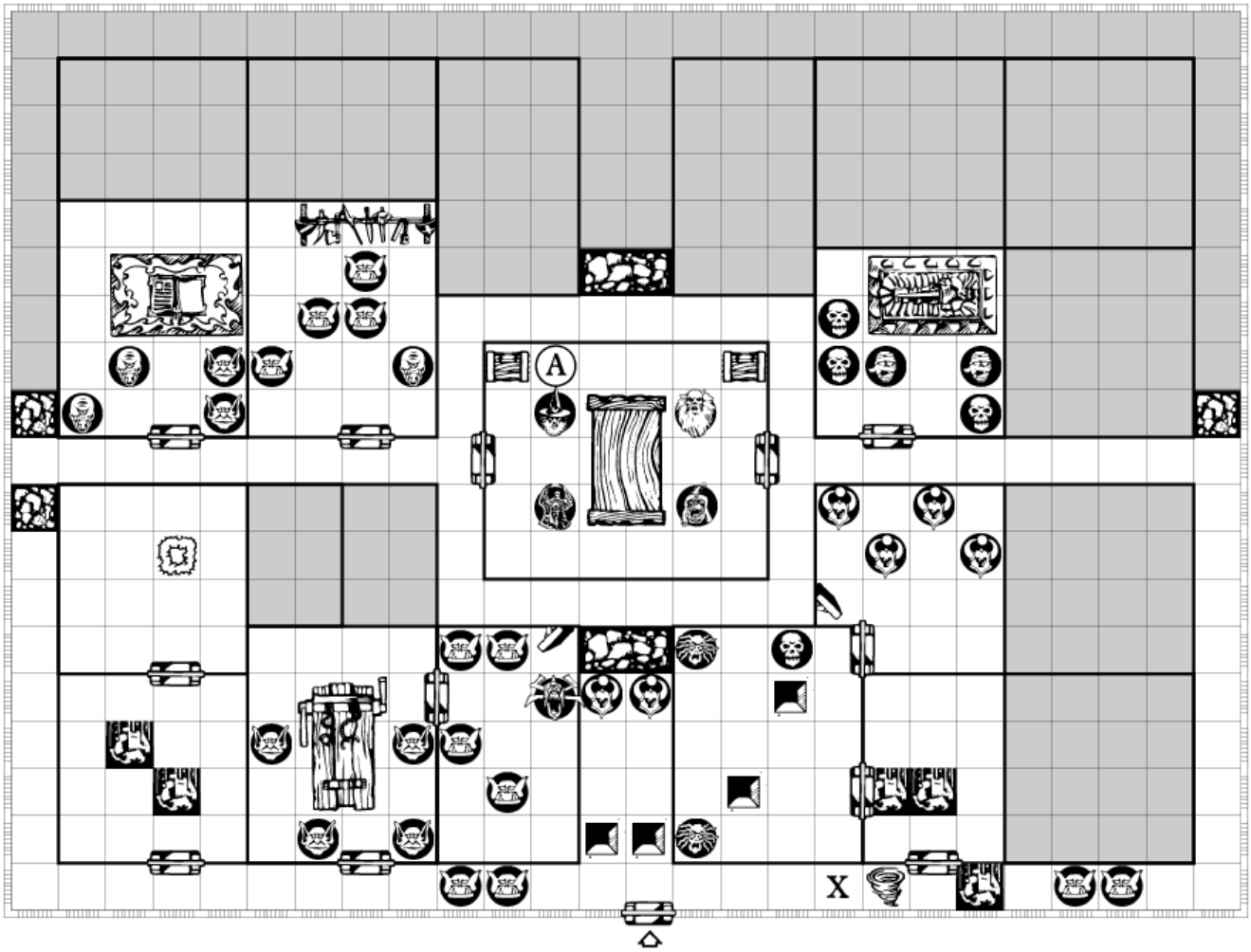
B Heroes searching this room will find 2 golden crowns beneath the tomb worth 200 Gold Coins each.

C This is the lair of Grawshak, the Orc Shaman. He has all 6 Orc Shaman Spells. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Grawshak	7	5	5	5	7

All Orcs in this room are armed with bows and may make ranged attacks with 2 Combat Dice. The chest in the corner contains 400 Gold Coins.

Wandering Monster: 2 Orcs with bows



- Quest 5 -

The Final Conflict

"Alas! Morcar has deceived you and saved his four Lieutenants from the jaws of death. He has now brought them together in his citadel of darkness. However, the effort has cost him much. 'You must take advantage of this moment of weakness to assault his citadel and finally vanquish his evil Lieutenants."

Morcar, on your first round you must put out all of the contents of the central chamber. All 4 sorcerer figures start from the central chamber. They may then open and move through doors and secret doors. Lay out the contents of any rooms which they enter. When all four sorcerers are killed, the quest ends immediately. The 4 sorcerers each have their 6 Spell Cards and have the following stats:

	Move	Attack	Defend	Body	Mind
Zanwrath	5	5	5	5	8
Fanrax	6	4	6	5	7
Boroush	7	6	5	5	6
Grawshak	5	5	5	5	7

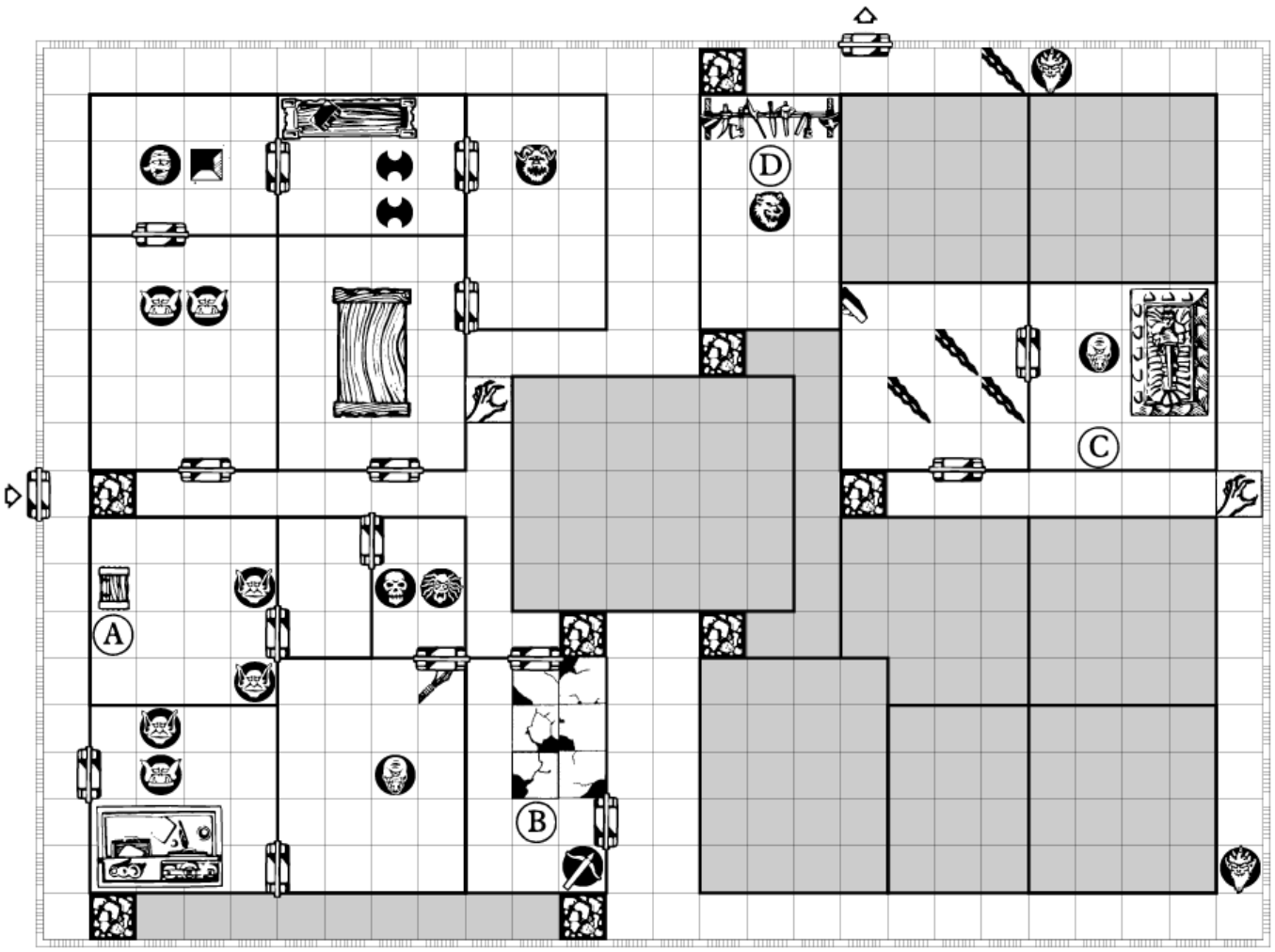
A The chests in this room contain 500 gold coins each.

Wandering Monster: One of the Sorcerers

THE FROZEN HORROR

"Welcome, mighty barbarian, to the land of your youth! It seems only yesterday that the tribal leaders gave you leave to explore the many wonders of the warm lands to the south. 'You return now as a renowned warrior, tall and strong, well-versed in the skills of battle. Happy though your homecoming is, bitter tidings are on the minds of the tribal elders. They wearily tell you why you have been summoned back to aid your people in their time of need. An ancient evil, long thought banished, has arisen to threaten the Northlands once more. The Frozen Horror has burst forth from the icy tomb where it has rested these last centuries, recovering its strength and awaiting Morcar's signal. At last, its master has called it, and the Frozen Horror has returned to its ancient Seat of Power deep within Ice Mountain. It has regained the Sceptre of Glacial Majesty, an evil artefact of vast power. As we speak, the Frozen Horror is reviving its minions and enacting its plans to cover the Northlands and the Empire in a shroud of deadly ice. 'Your people seek a champion to oppose the evil of the Frozen Horror. 'You have been called in hopes that you might prove to be that champion. To determine your worthiness, the elders have set before you three dangerous Quests. These must be undertaken by you alone. If you survive this test, lead your companions into the depths of Ice Mountain. There you must find and destroy the Sceptre of Glacial Majesty before it achieves its full power. Only when the Sceptre is no more can you confront the Frozen Horror and destroy it forever. 'You must call upon all of your courage and skill, Barbarian! The greatest perils you have ever faced wait within Ice Mountain. Great, too, is the treasure that will be yours if you succeed. Among the many riches to be found is the Amulet of the North, an ancient artefact that is said to grant its wearer marvellous powers. Good luck, mighty warrior. The fates of many depend on you! "

- *Mentor*



- Quest 1 – Solo Quest -

Xanon Pass

"Good luck, Barbarian, on this, your first of three trials! Servants of the Frozen Horror have overrun the fortress that guards Xanon Pass. This is the only pass over the Cyberian Range, which you must cross to reach Ice Mountain. An iron door is your entry into the fortress. You must find the wooden exit door that leads out to the far side of the pass."

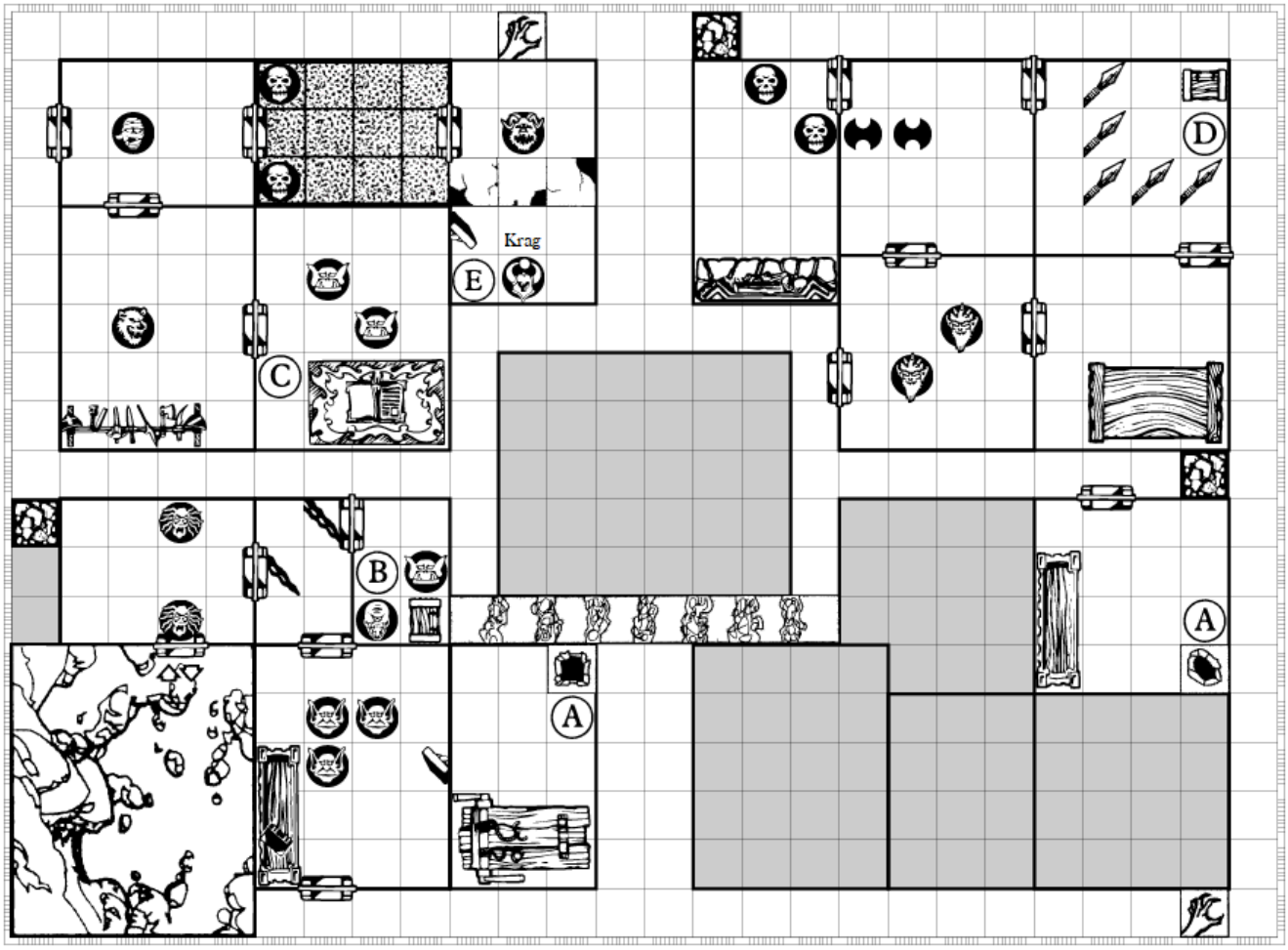
A If the Barbarian searches for treasure in this room, 75 Gold Coins are found in the chest.

B The evil Crossbowman does not move but fires his crossbow at the Barbarian once during each of Morcar's turns until the Barbarian reaches him. If the Barbarian moves next to the Crossbowman and attacks, the Crossbowman surrenders immediately, offering his crossbow in exchange for his life. The Crossbowman then runs away. The Barbarian should add the crossbow to his Character Sheet.

C *If the Barbarian searches for treasure in the room, a shield is found in the tomb.*

D *If the Barbarian searches for treasure in this room, a Longsword is found in the weapons rack.*

Wandering Monster: 2 skeletons



- Quest 2 – Solo Quest -

Trial by Ice

"Xanon Pass leads to an underground outpost on the slopes of the Cyberian Range. This outpost is a base of operations for minions of the Frozen Horror. It threatens several nearby villages. You must enter the outpost and slay one of the Frozen Horror's lieutenants, a Chaos Warrior named Krag. The only way in or out is through the Ice Cave entrance. Your Quest begins and ends there."

A This ice tunnel is connected to the ice tunnel in the other room "A" The Barbarian or any monster landing on one of these squares immediately moves to the other ice tunnel square.

B This treasure chest is empty.

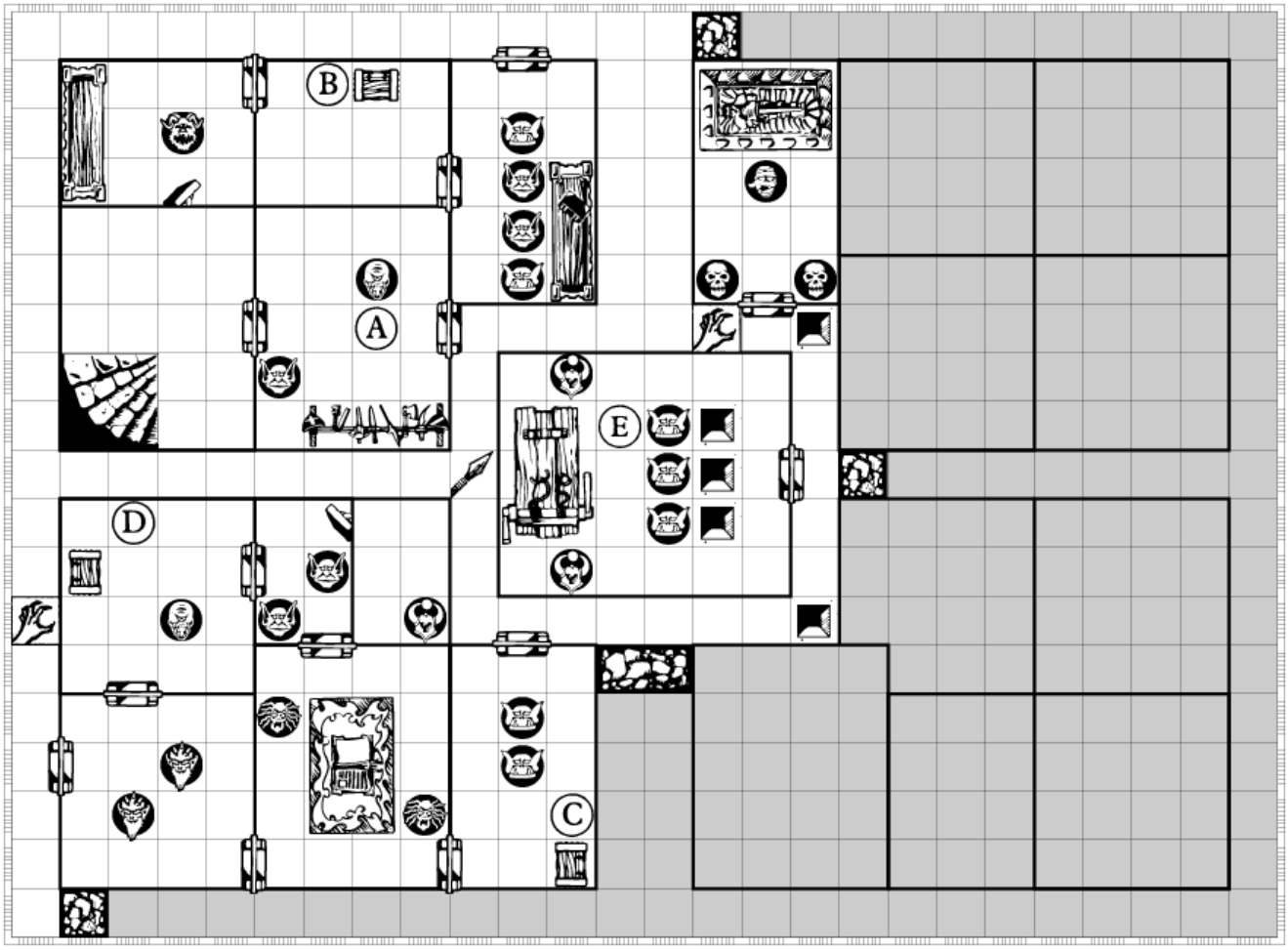
C If the Barbarian searches for treasure in this room, a Potion of Warmth is discovered atop the sorcerer's table.

D If the Barbarian searches for treasure in this room, 120 Gold Coins are found in the chest.

E The Chaos Warrior Krag is in this room. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Krag	7	5	5	4	3

Wandering Monster: 2 Goblins



- Quest 3 – Solo Quest -

The Rescue

"The minions of the Frozen Horror have captured Gothar, the Barbarian tribe's Great Elder. He has been taken to an evil Chaos stronghold near Ice Mountain. Gothar has great wisdom, but he is old and frail. He cannot survive long in the cruel hands of the creatures of Chaos. Your final solo test is to enter the stronghold, find Gothar, and bring him out safely. Begin on the spiral stairway and return to it to end your Quest."

A If the Barbarian searches for treasure in this room, the weapons rack holds a Battle Axe.

B If the Barbarian searches for treasure in this room, 70 Gold Coins are found in the chest.

C If the Barbarian searches for treasure in this room, a Helmet is found in the chest.

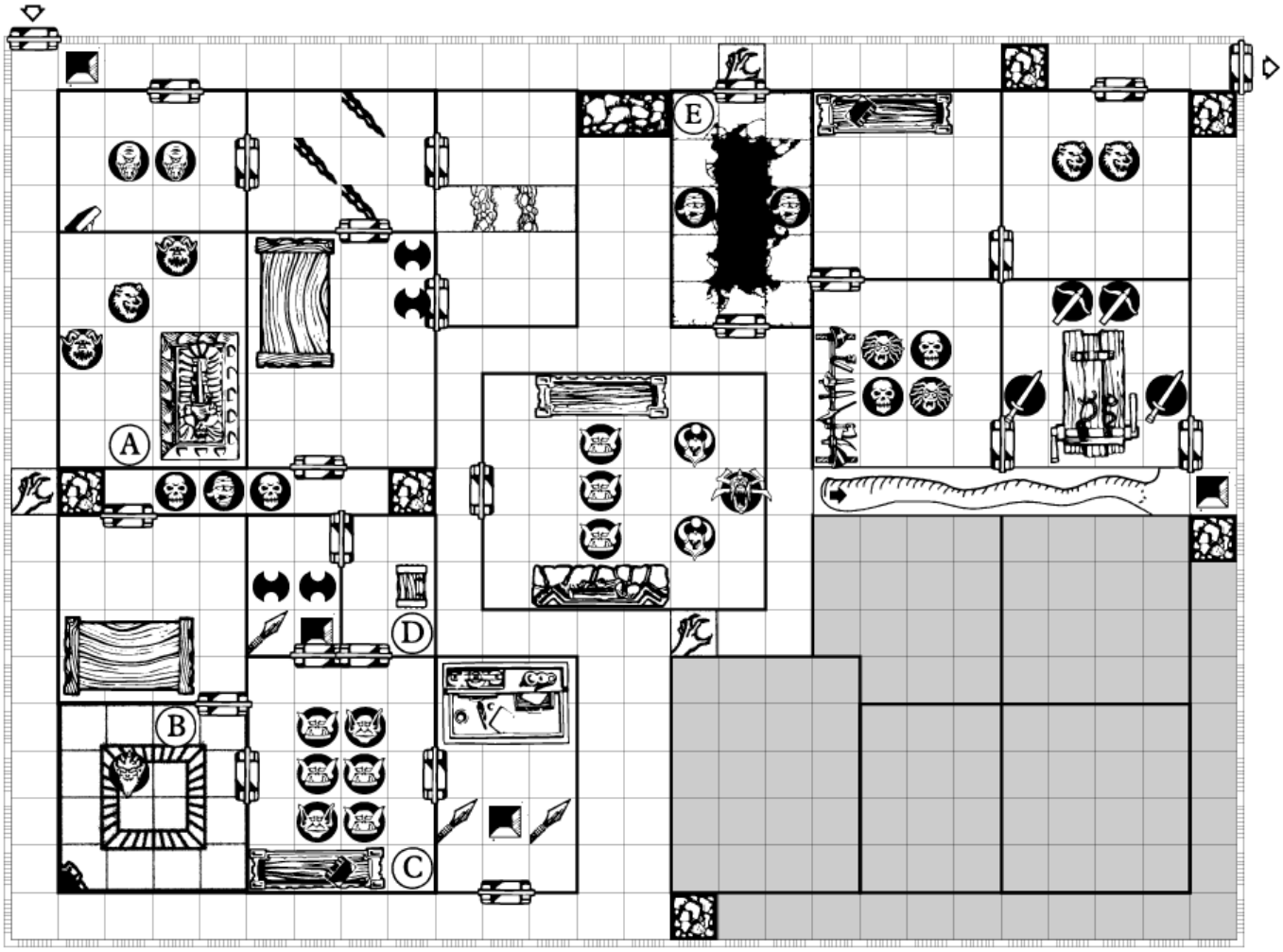
D This chest has a poison needle trap on it. If the Barbarian searches for treasure before the trap is disarmed, he loses 1 Body Point. 150 Gold Coins are found in the chest.

E The two Chaos Warriors have just tied Gothar down on the rack. If the Barbarian kills the Chaos Warriors, Gothar is freed. Use any available Hero figure for Gothar; place him next to the Barbarian. Gothar is under the Barbarian's control and moves after him. Gothar's stats are as follows:

	Move	Attack	Defend	Body	Mind
Gothar	6	1	2	2	4

The Barbarian must bring Gothar to the spiral stairway to fulfil this final solo Quest. Any monsters encountered attack only the Barbarian, as they are under orders to capture Gothar alive. If the Barbarian dies, Gothar is automatically captured.

Wandering Monster: 2 Orcs



- Quest 4 -

The Glacial Gate

"You have done well, Barbarian! The tribal elders have appointed you their champion to oppose the Frozen Horror and its minions. Now you and your companions are ready to assault Ice Mountain. An Iron door is your entry into the outer chambers of the Frozen Horror's subterranean fortress. Find the wooden exit door to enter the deeper recesses of the mountain."

A The first Hero to search for treasure in this room finds the Snowshoes of Speed lying atop the tomb. (See the Artefact Card.)

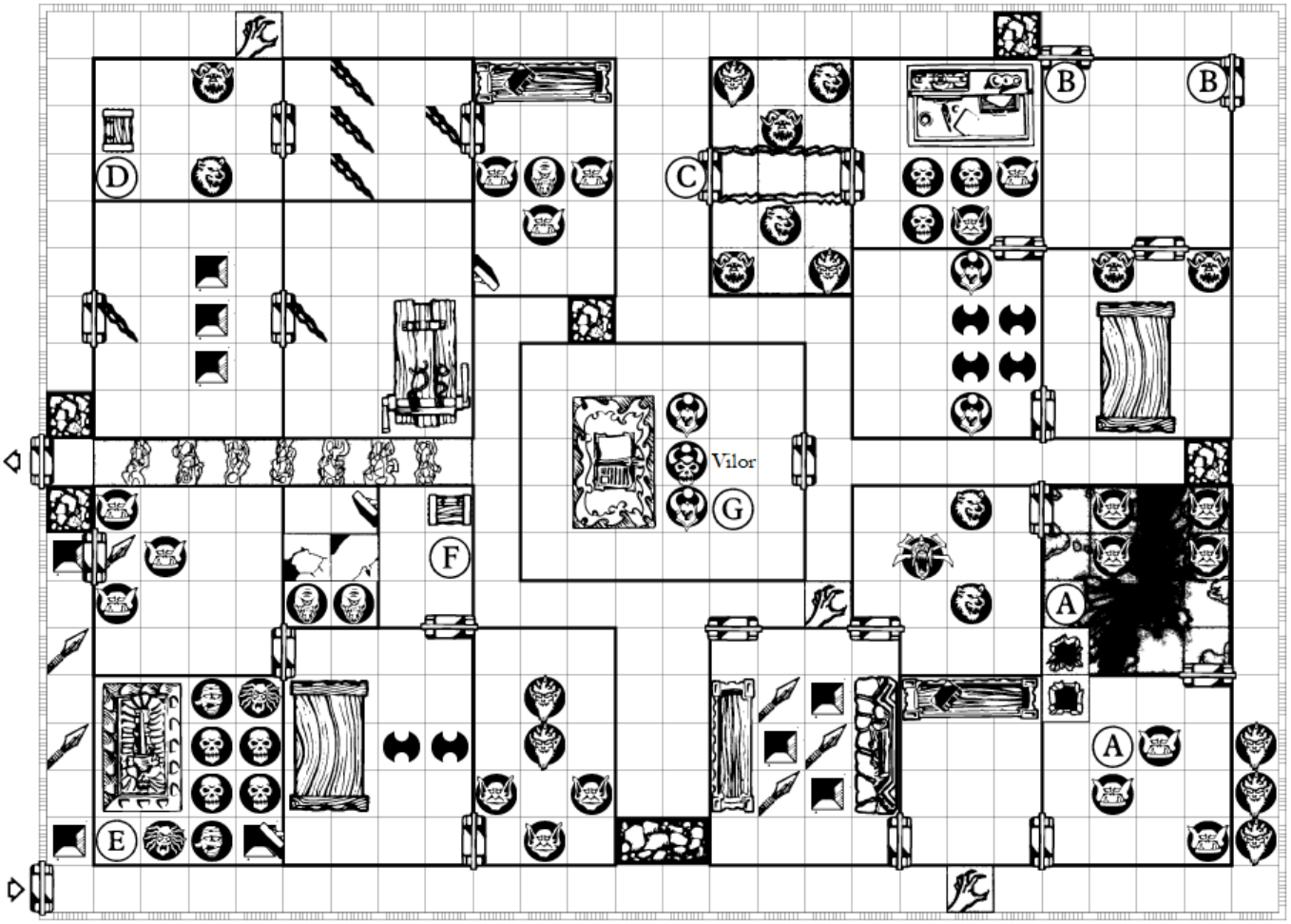
B The Heroes see a locked cage in the centre of this room. There is an Ice Gremlin inside. It pleads with the Heroes to free it, saying that the Frozen Horror has left it there to die and it wants revenge. If a Hero announces that he's freeing the Ice Gremlin and moves adjacent to the cage, the cage opens. The Ice Gremlin leaps out and steals one item from the Hero who freed it. The Ice Gremlin decides which item to steal, but it cannot be the armor or shield a Hero is using, nor the weapon he is wielding. The item stolen should be crossed off the Hero's Character Sheet. The Ice Gremlin immediately disappears through a hole in the floor.

C The first Hero to search for treasure in this room finds a spell scroll hidden in the bookcase. The Hero draws a spell scroll card at random and lists it on his Character Sheet.

D This chest has a trap with an explosive device. If a Hero searches for treasure before the trap is disarmed, all Heroes in the room lose 2 Body Points. The chest contains 600 Gold Coins.

E The ice ledge that surrounds the crevasse is very slippery. When a Hero steps through a door and moves onto his first square in this room, he must roll 1 Combat Die. The Hero is safe and can continue moving if a Skull or White Shield is rolled. If a Black Shield is rolled, however, the Hero begins slipping into the crevasse, suffering 1 Body Point of damage. The Hero must immediately roll another Combat Die. If another Black Shield is rolled, the Hero plummets into the crevasse, never to be seen again. Any other roll means the Hero returns to the square in which he entered the room, ending his turn. At the beginning of any turn in which a Hero is in the room, he must first roll to see if he slips into the crevasse.

Wandering Monster: 2 Fimir



- Quest 5 -

The Deadly Depths

"Throughout Ice Mountain, alarms are sounding and the evil servants of the Frozen Horror are awakening. Your way into the stronghold becomes harder after this. The Chaos Warlock known as Vilor awaits you in this Quest. Enter through the iron door and search for the wooden exit door. You have far to go before you confront the Frozen Horror itself. Consider hiring Mercenaries on the rest of the Quests, for the dangers may be too great for you to survive without help."

A This ice tunnel is connected to the ice tunnel in the other room "A". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

B As soon as all the Heroes enter this room, the 2 doors marked "B" close and disappear. Remove the doors from the gameboard.

C This door does not appear until the doors marked "B" have disappeared. Leave it off the gameboard until then, even if the Heroes walk right past it. When a Hero opens this door, the ice encasing the monsters cracks and they leap out to attack on Morcar's turn. The tile squares with monster images on them are considered empty spaces once the monsters move off those squares.

D The first Hero to search for treasure in this room finds 400 Gold Coins and a spell scroll. The Hero draws a spell scroll card at random and lists it on his Character Sheet.

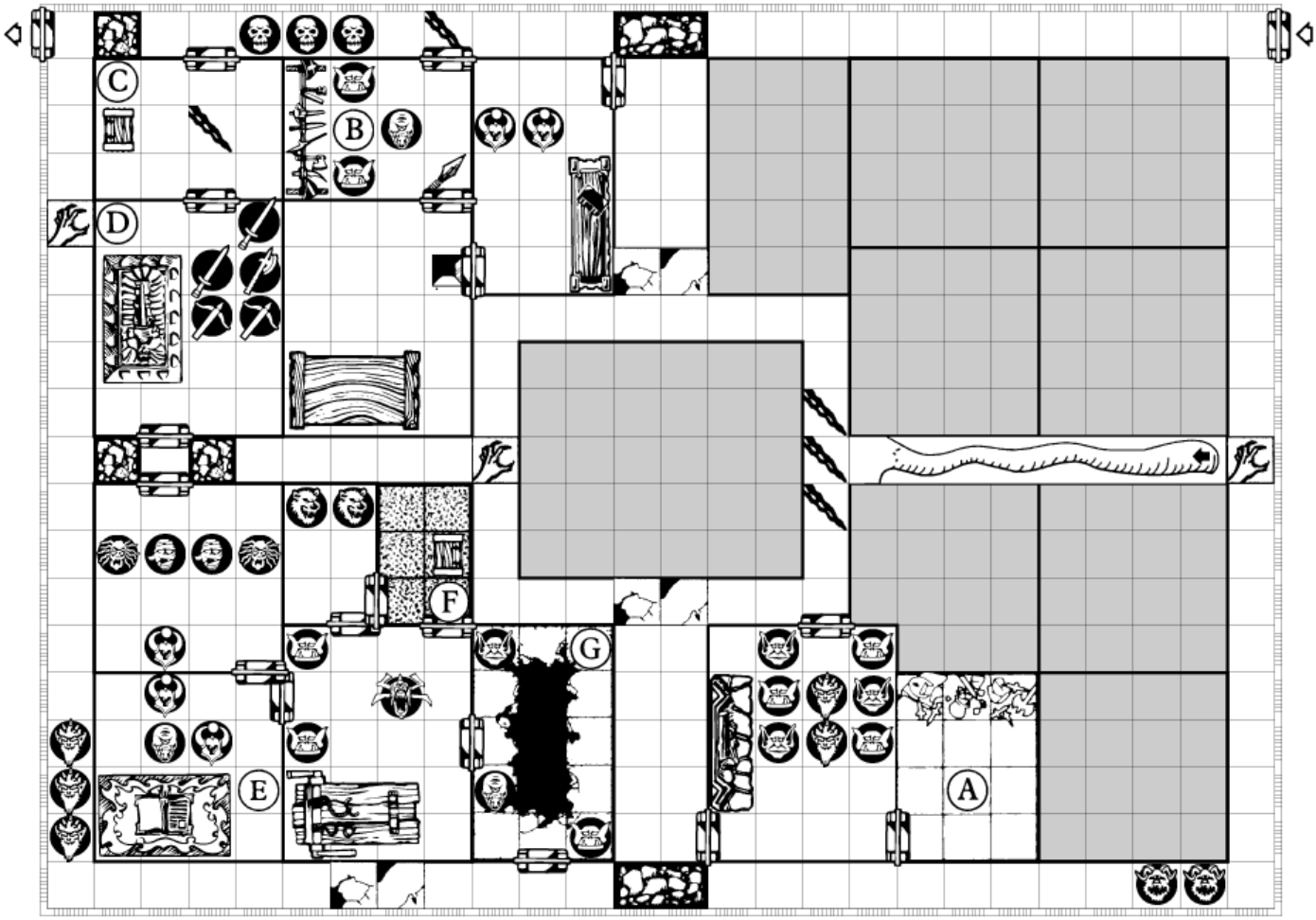
E The first Hero to search for treasure in this room finds the Ring of Warmth. (See the Artefact Card.)

F The first Hero to search for treasure in this room finds 2 Potions of Healing.

G The Chaos Warlock, Vilor, guards this room. Vilor knows the following Chaos spells: **Chill**, **Ice Storm**, **Lightning Bolt**, **Sleep** and **Tempest**. Vilor's stats are as follows:

	Move	Attack	Defend	Body	Mind
Vilor	8	4	3	4	5

Wandering Monster: 2 Mummies



- Quest 6 -

The Frosted Path

"The iron door leads you into hallways that have lain empty for many centuries. Now the hallways are inhabited once again with the foul creatures of Chaos. The Frozen Horror's minions are gathering to stop you from finding the wooden exit door. But find it you must if you are to venture deeper into the heart of Ice Mountain."

A The first Hero to search for treasure in this room finds 120 Gold Coins, a Longsword and a spell scroll. For the spell scroll, the Hero draws a spell scroll card at random and lists it on his Character Sheet. This Hero also finds any items previously stolen by Ice Gremlins.

B The first Hero to search for treasure in this room finds a set of Plate Mail Armour in the weapons rack.

C The first Hero to search for treasure in this room finds 250 Gold Coins and a Potion of Healing in the chest.

D The first Hero to search for treasure in this room finds a Crossbow and a gem worth 300 Gold Coins.

E The first Hero to search for treasure in this room finds 2 spell scrolls. For each spell scroll, the Hero draws a spell scroll card at random and lists it on his Character Sheet.

F The chest in this ice vault room has a poison gas trap on it. If a Hero searches for treasure before the trap is disarmed, all Heroes in the room lose 2 Body Points. The chest is empty.

G See room E of Quest 4 for information on moving along the ice ledge.

Wandering Monster: 2 Chaos Warriors

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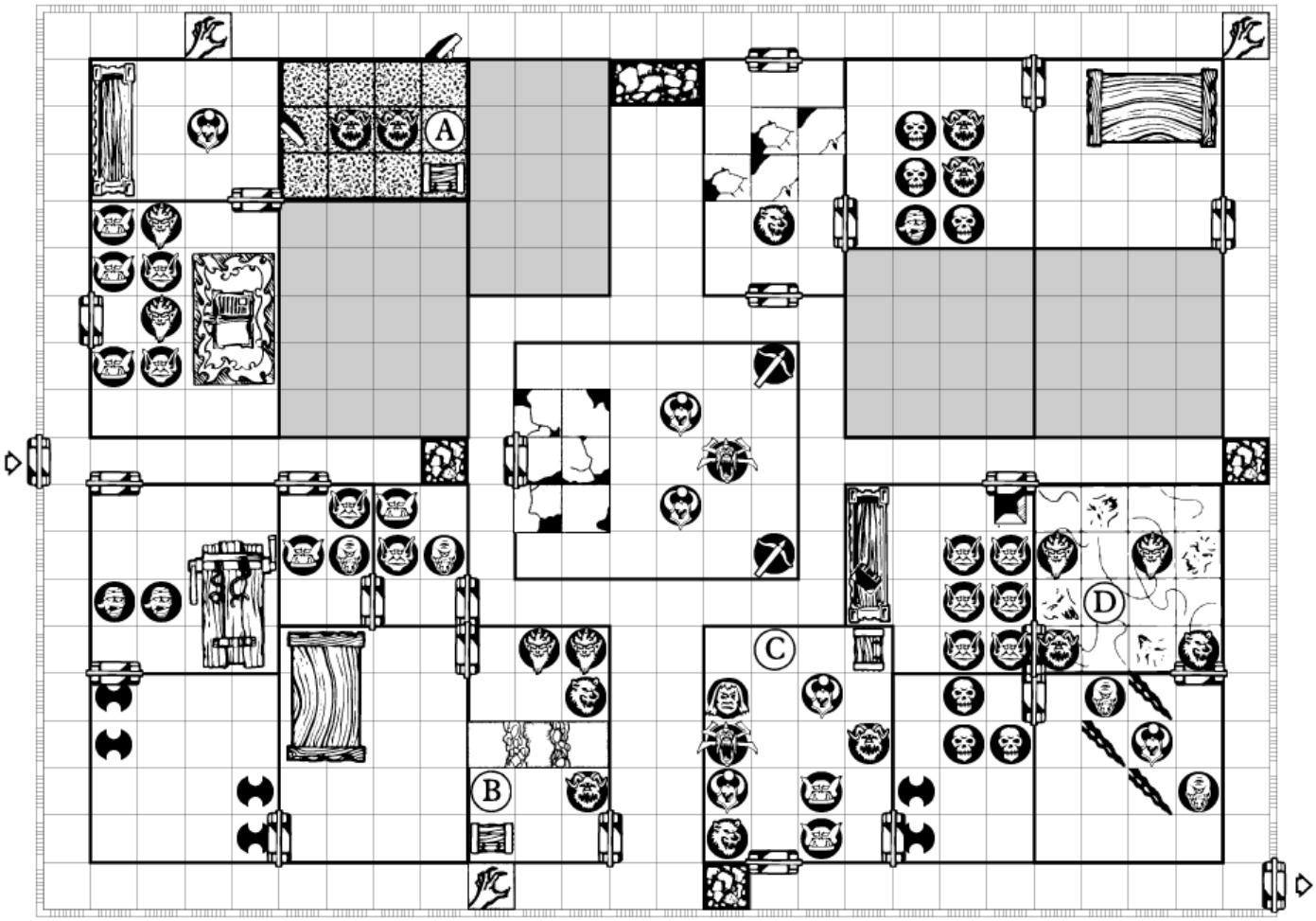


- Quest 7 -

The Halls of Kelvinos

"Know Mighty Heroes, that Kelvinos was a Barbarian of great power and fame. Centuries ago, he drove the Frozen Horror from Ice Mountain, ending the reign of terror. Sadly, Kelvinos did not return from that final battle: his body was never found. Some say that he walks again, but as an undead servant of Chaos. You shall start at the iron door and explore until you find the wooden exit door that leads you closer to the Frozen Horror."

A The first Hero to search for treasure in this ice vault finds 500 Gold Coins in the chest.

B The first Hero to search for treasure in this room finds 2 Potions of Healing in the chest.

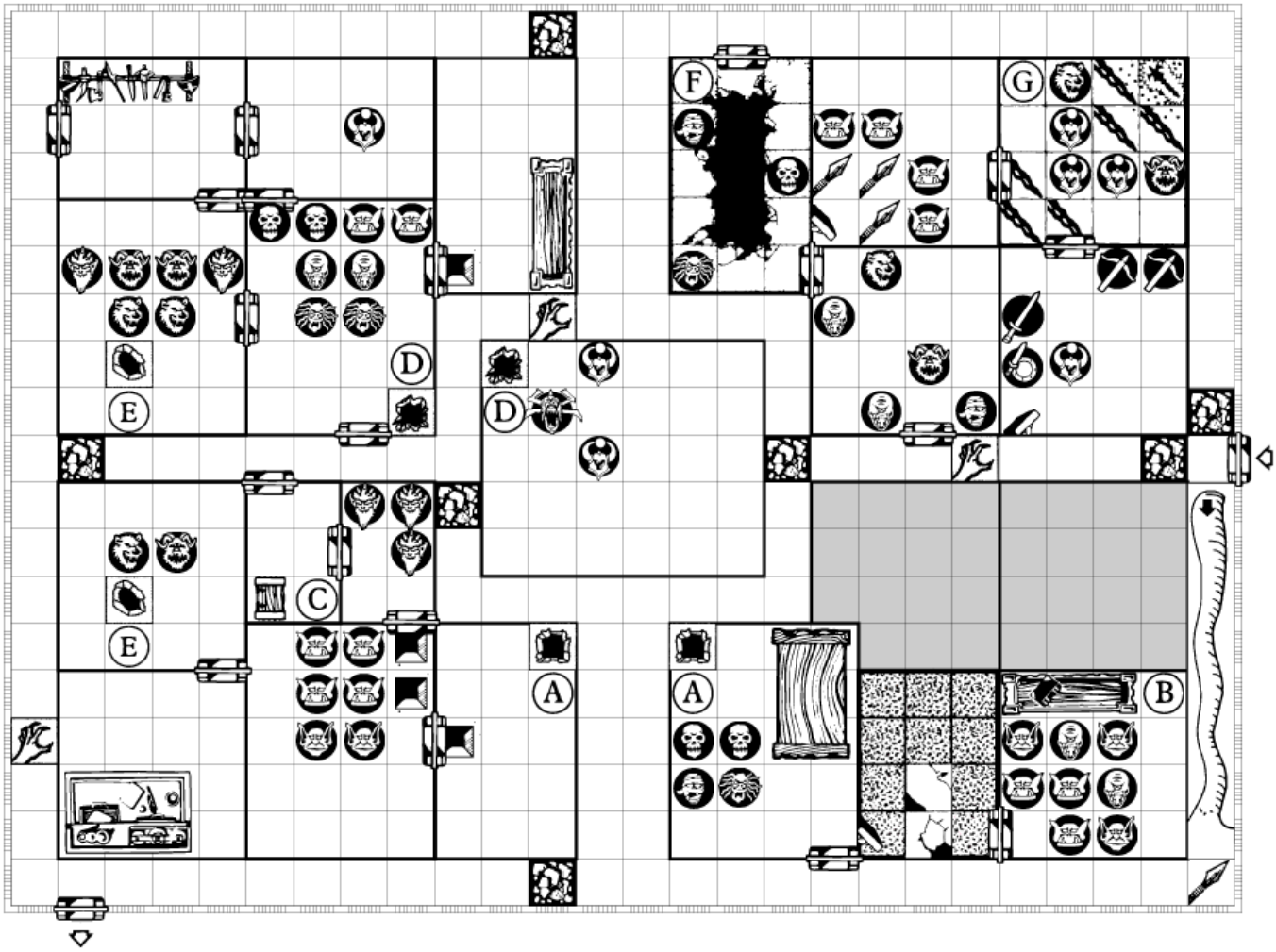
C The Barbarian Hero, Kelvinos is now a monster, an undead slave of the Frozen Horror. He is in the square marked with the barbarian icon. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Kelvinos	8	4	4	4	0

The first Hero to search for treasure in this room finds the Amulet of the North in the chest. (See the Artefact Card.)

D Few things are as they appear in the living fog room. Monsters and fog likenesses of monsters are all over this room. Whenever a Hero attacks a monster, the Hero first rolls a Combat Die to see if he attacks a fog likeness instead of a real monster. On a roll of Black Shield or Skull, the Hero is confused and attacks a fog likeness. (The Hero wastes his attack.) Only on a roll of a White Shield does the Hero see a real monster. The Hero may then roll his normal attack and the monster defends as usual. The monsters always see the Heroes correctly.

Wandering Monster: 2 Yeti



- Quest 8 -

The Search for the Sceptre

"You have come far, Heroes, but there is still far to go. Nearby is the resting place of the Sceptre of Glacial Majesty, the source of much of the Frozen Horror's power. You must find it and destroy it. After you enter through the iron door, search for the sceptre. As long as it exists, the Frozen Horror cannot be killed. Once you have destroyed the sceptre, find the wooden exit door and go through it to reach the final battle against the Frozen Horror."

A This ice tunnel is connected to the ice tunnel in the other room "A". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

B The first Hero to search for treasure in this room finds a spell scroll hidden in the bookcase. The Hero draws a spell scroll card at random and lists it on his Character Sheet.

C This chest has a poison needle trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 2 Body Points. he chest contains 200 Gold Coins and 2 Potions of Healing.

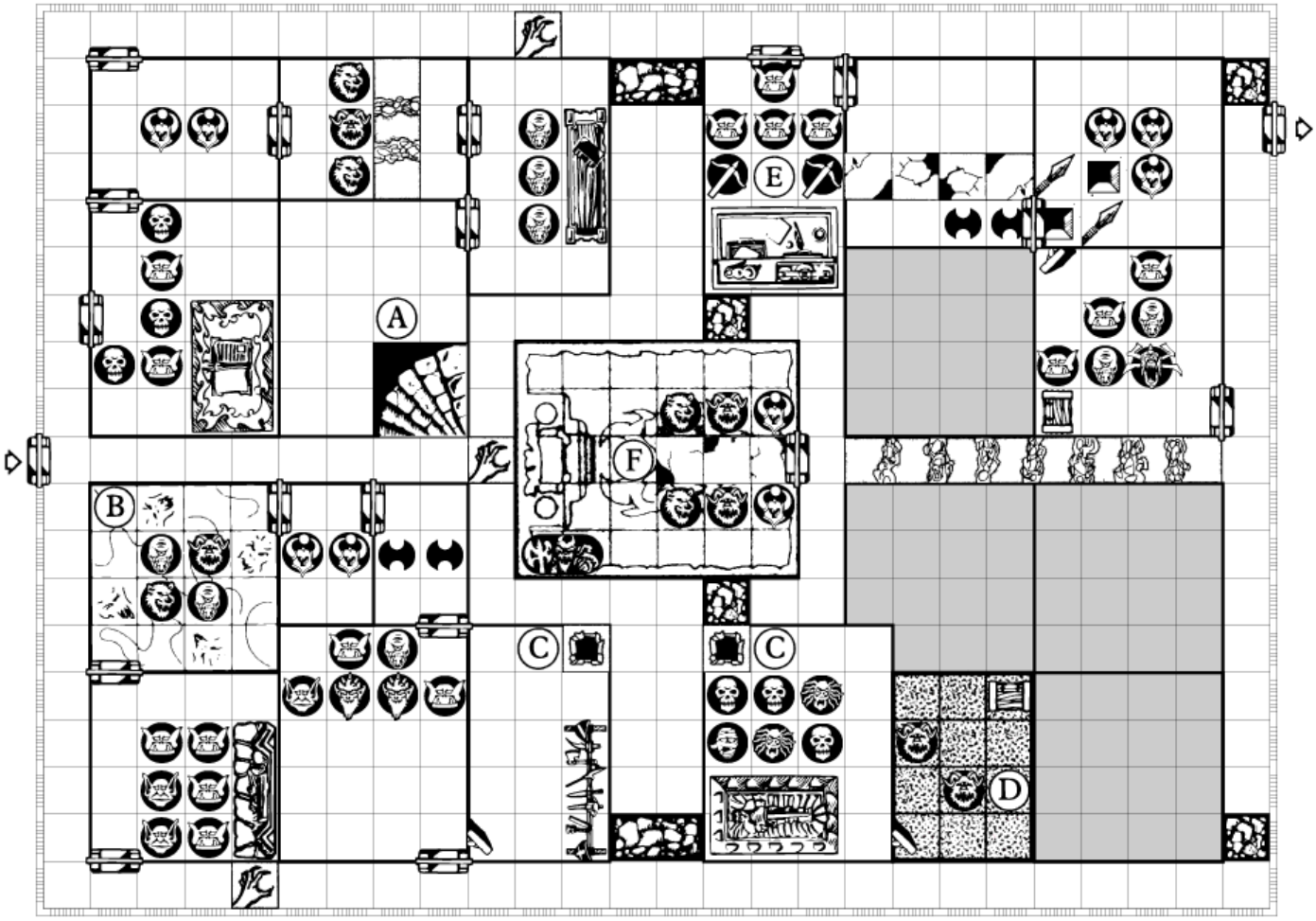
D This ice tunnel is connected to the ice tunnel in the other room "D". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

E This ice tunnel is connected to the ice tunnel in the other room "E". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square

F See room E of Quest 4 for information on moving along the ice ledge.

G The Sceptre of Glacial Majesty rests in the upper right corner square. The sceptre is frozen into the wall. The Heroes can neither move it nor use it. Morcar, tell the Heroes that to destroy the sceptre, a Hero must be adjacent to it, attack it and roll at least one Skull on the Combat Dice. The sceptre explodes when it is destroyed, inflicting 2 Body Points of damage to all in the room. (Do not tell the Heroes this until it happens.)

Wandering Monster: 3 Ice Gremlins



- Quest 9 -

The Heart of Ice

"Now that the Sceptre of Glacial Majesty has been destroyed, the Frozen Horror is vulnerable. The time to destroy it is now! Start from the iron entrance door. First, you must find the spiral stairway that leads to the Frozen Catacombs. There you will find the Crystal key. This key will open the final door, the door to the Seat of Power, where the Frozen Horror awaits. Be sure to take Mercenaries along on your Quest!"

Quest 9 is a double sized quest spread across two boards. The Heroes will be moving back and forth between these two maps. Mind and Body Points are not restored when the Heroes cross between maps. Reset the gameboard when the Heroes cross between maps. Monsters killed previously do not reappear.

A This is the spiral stairway that leads to room "G". When a Hero moves onto the stairway remove that Hero's figure from the gameboard. Tell the players that they cannot enter the next map until all the Heroes have moved onto the stairway. Once all Heroes have moved onto the stairway, remove the current setup from the board and set up room "G".

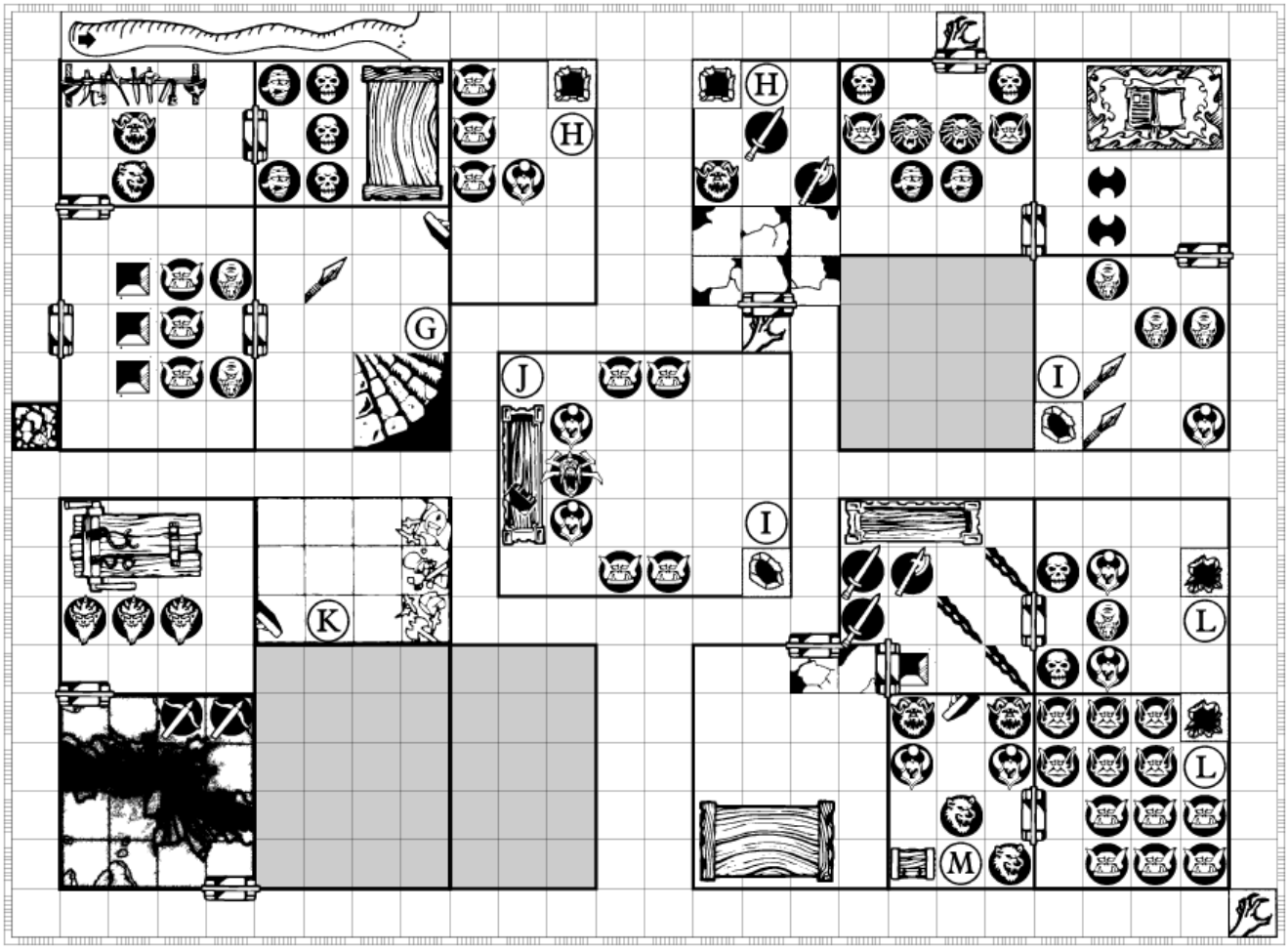
B See room "D" of Quest #7 for more information about the living fog room.

C This ice tunnel is connected to the ice tunnel in the other room "C". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

D In the ice vault room, this chest has an exploding latch trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 1 Body Point. The chest contains 400 Gold Coins and 2 Potions of Healing.

E The first Hero to search for treasure in this room finds a spell scroll and a Potion of Healing on the Alchemist's Table. For the spell scroll, the Hero draws a spell scroll card at random and lists it on his Character Sheet.

Wandering Monster: 2 Polar Warbears



F The door to the seat of power room will not open until a Hero with the crystal key moves adjacent to it and opens it. The Frozen Horror has the following stats:

	Move	Attack	Defend	Body	Mind
Frozen Horror	8	5	4	7	4

In addition, the Frozen Horror can cast the following Chaos Spells: **Chill**, **Ice Storm**, **Ice Wall**, **Mind Freeze**, **Skate** and **Soothe**. Morcar can choose an additional 6 Chaos Spells for the Frozen Horror from any of the Chaos spells, with the exception of the **Escape** spell.
NOTE: *Once the Frozen Horror is destroyed, the quest ends immediately.*

G This stairway is also the way back to room "A". The Heroes must return here once they find the crystal key.

H This ice tunnel is connected to the ice tunnel in the other room "H". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

I This ice tunnel is connected to the ice tunnel in the other room "I". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

J The first Hero to search for treasure in this room finds a spell scroll and 2 Potions of Healing hidden behind the bookcase. For the spell scroll, the Hero draws a spell scroll card at random and lists it on his Character Sheet.

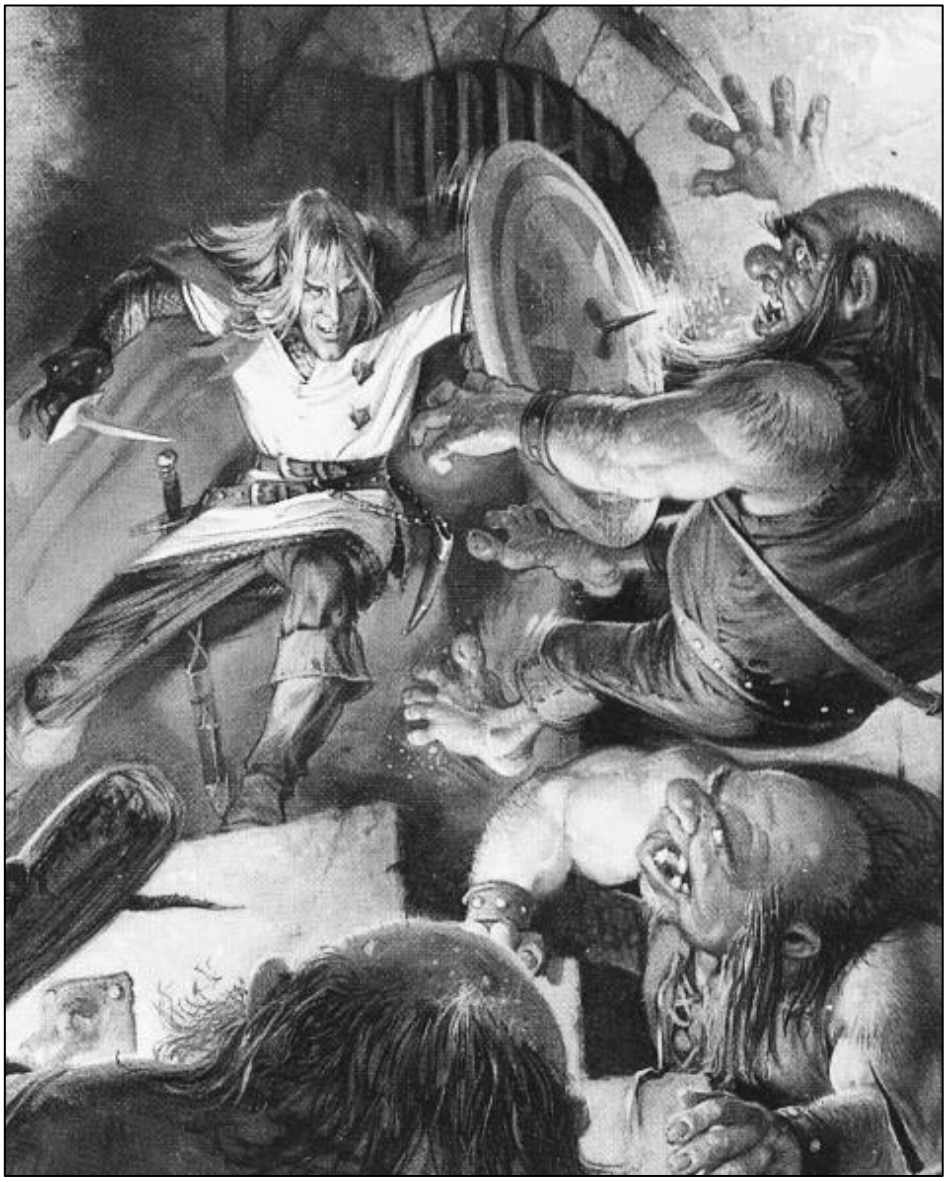
K The Ice Gremlin treasure room tile is placed over the two small rooms to make one larger room. If the crystal key was stolen from the Heroes by Ice Gremlins, the key will be here and can be reclaimed by the Heroes.

L This ice tunnel is connected to the ice tunnel in the other room "L". Any Hero or monster landing on one of these squares immediately moves to the other ice tunnel square.

M This chest has a poison needle trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 2 Body Points. The chest contains the crystal key and a Potion of Healing. Give the crystal key tile to the Hero who found it.

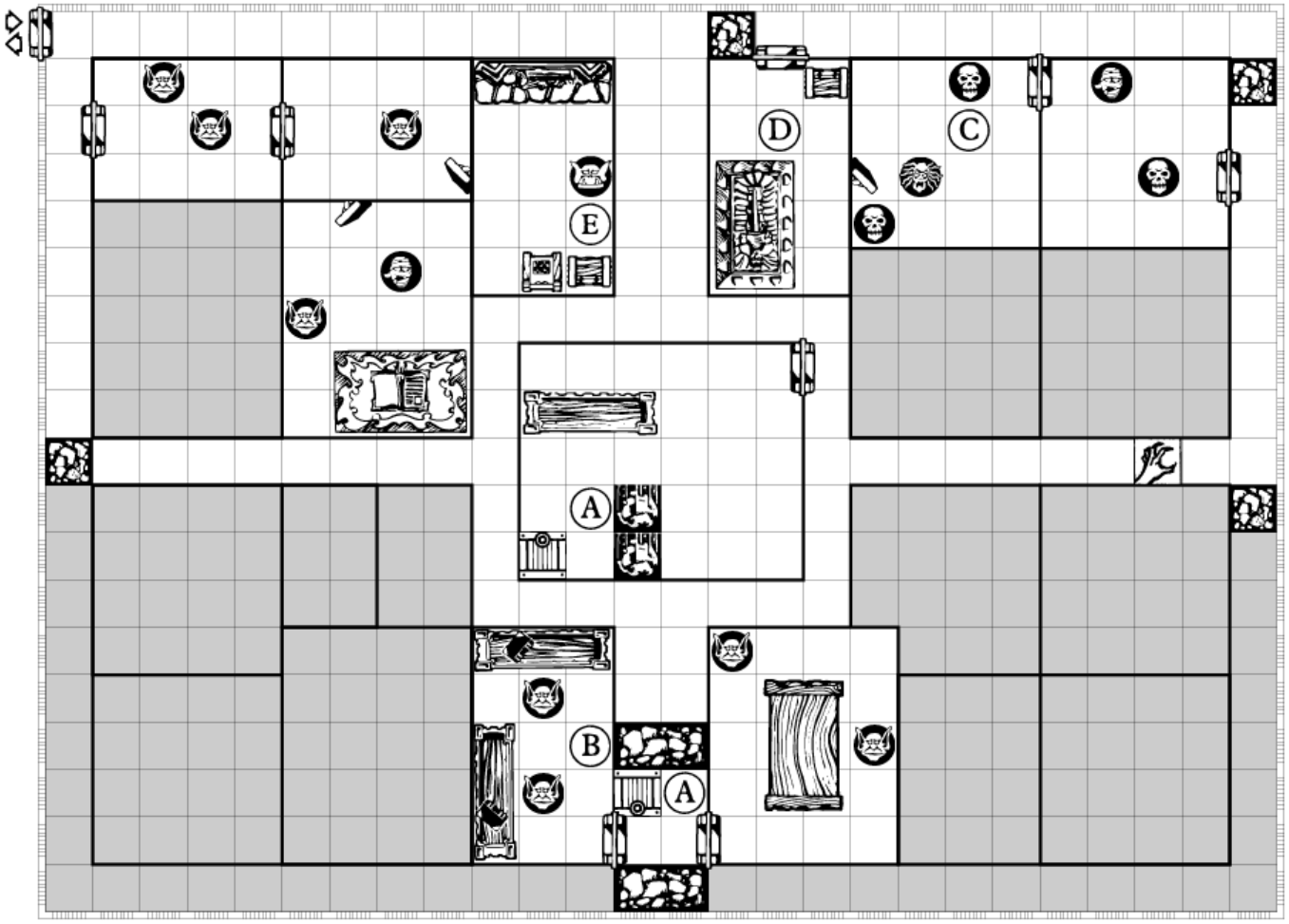
Wandering Monster: 2 Polar Warbears

"Congratulations, mighty Barbarian! You and your companions have destroyed the Frozen Horror, saving the Empire from an ice-shrouded doom. Morcar's plans in the Northlands have been thwarted, thanks to your cunning, bravery and skill. In appreciation of your heroism, the tribal elders have awarded you and your fellow Heroes 1,000 Gold Coins each. We have won this battle, but we must remain vigilant. Morcar's power grows still. The Frozen Horror returned once before when the Forces of Good thought it dead, and it may well return again. For now, though, the danger has passed. Your people will sing your praises forever, Barbarian! Centuries from now, your descendants may have to find another champion to defend them against the agents of Chaos. May they find a Hero as worthy as you! Morcar's plans in other regions remain unchecked. The Empire is sorely pressed on many fronts. Soon your services will be needed again. I fear that many dangerous tasks still lie ahead of you. But for tonight, you and your companions are honoured guests at a great feast. Tales of valour will be told, and there will be much rejoicing. Come receive the thanks of your kinsmen! " - Mentor



THE MAGE OF THE MIRROR

"Ah, you're here at last, my Elven friend. Our time together must be brief, for your skills are needed urgently. The Elven kingdom is in turmoil, as you may have heard. Queen Terrellia's five-year-old daughter, Millandriell, has been kidnapped. The Queen has secretly informed me that she has received a ransom note from her evil sister, the Archmage Sinestra. Sinestra has always been vain and proud, paying more attention to her mirrors than to the advice of the wise. Her vanity has led her to a diabolical plan. The note demands that the Queen abdicate the throne and turn all power over to Sinestra. Only then will Millandriell be returned unharmed. The Queen has asked me to find an Elven Hero who has the strength and courage to lead a small band of Heroes into Sinestra's stronghold to rescue Millandriell. 'Because the girl's life would be forfeit if such a rescue mission failed, Queen Terrellia insists that the chosen hero first prove his worth. The Queen has decided upon three Quests for this Elf to undertake on his own before she will agree to the rescue attempt. I have chosen you to lead the rescue party. If you survive the three solo Quests the Queen proposes, your heroic companions will re-join you and you will all embark on the mission to rescue 'Princess Millandriell. 'You must succeed in this mission, for your entire race is in danger should Sinestra gain the throne. The safety of the Empire is also at stake, if what I fear is true. I suspect that Morcar is lurking behind Sinestra's schemes. As a willing servant of Morcar, she may call upon the forces of Chaos to thwart your mission. Do not underestimate the importance of the tasks before you, brave Elf. If you fail, the Emperor will lose the power and strength of the Elven people to Morcar. That will surely mean the end of the Empire." - Mentor



- Quest 1 – Solo Quest -

The Avenger Returns

"As a test of your abilities, Queen Terrellia wants you to retrieve a family heirloom that was recently stolen. No ordinary heirloom, this is the legendary sword known as The Avenger. The sword was stolen by agents of Morcar and taken to a small fortress along the southern border of the Empire. The iron door is the only way in or out of the fortress. Once you have found The Avenger, leave through the iron door and bring the sword to Queen Terrellia."

A Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, he rolls 1 Combat Die. If a Skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.

B If the Elf searches for treasure in this room, there is an Elixir of Life hidden in one of the bookcases. (See the Artefact Card for more information.)

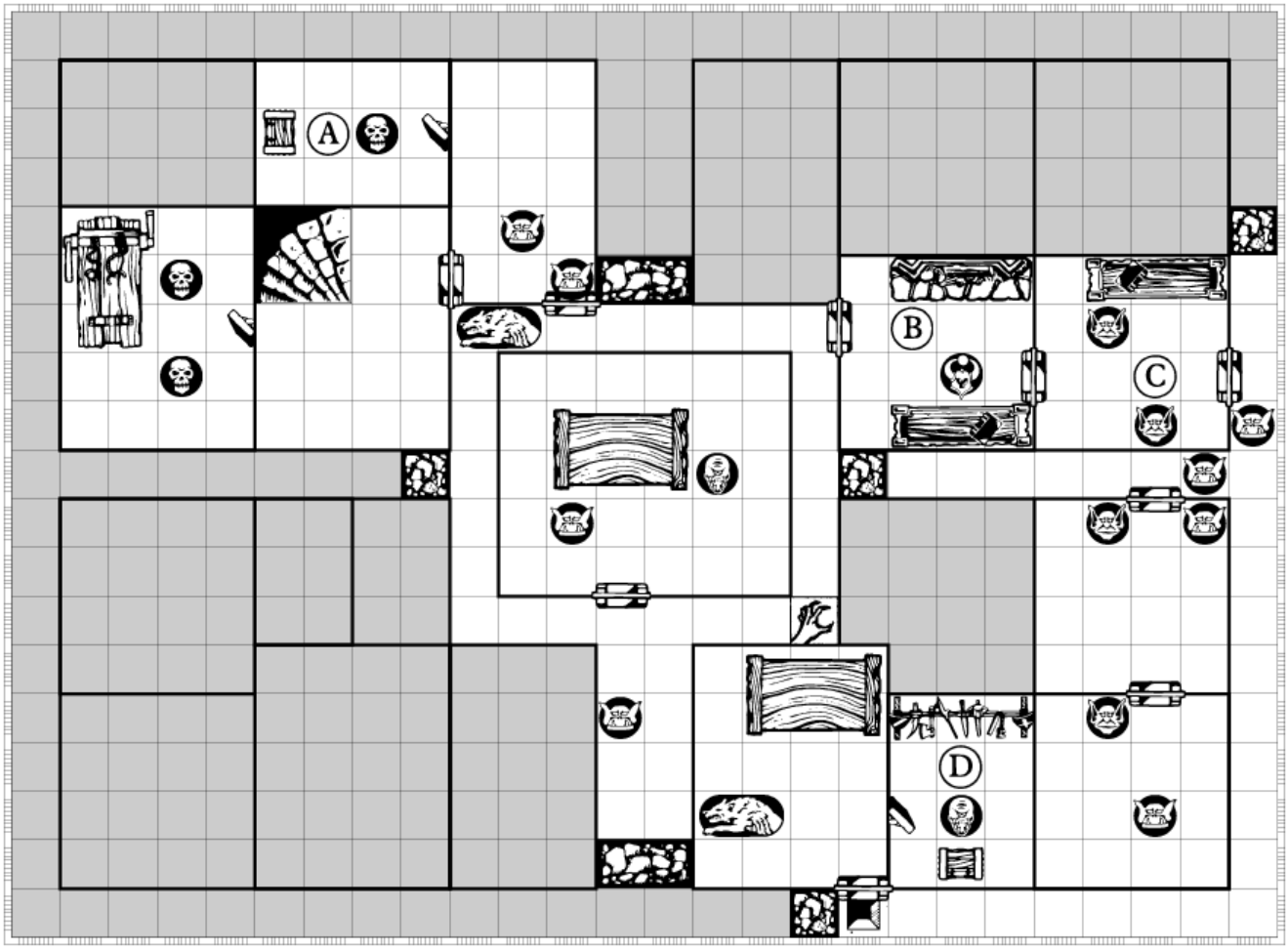
C When the Elf enters this room, tell the player that the monsters here are immobile and are unaffected by the Elf's actions. (The room may be searched for treasure as long as the monsters aren't activated see note "D".)

D This chest has a trap on it. If the Elf searches for treasure before the trap is disarmed, the monsters in room "C" become activated and enter room "D" on Morcar's next turn. If the Elf searches for treasure after the trap is disarmed or the monsters are defeated, the chest is empty but the tomb holds The Avenger sword. Tell the Elf he has found what he sought, and that he may now return to Queen Terrellia.

E The treasure chest contains two potions of healing.

After the Quest has been completed, tell the Elf that Queen Terrellia rewards his success with a set of magical Elven Bracers. See the Artefact Card for more information.

Wandering Monster: Mummy



- Quest 2 – Solo Quest -

On Sacred Ground

"Your second trial requires that you rescue two of the Queen's attendants who were kidnapped recently. Foul creatures of Chaos have taken these two women to an underground cavern south of the Elven Kingdom. The only entrance to this stronghold of Chaos is a spiral stairway that descends far underground. Starting from this stairway, you must fight your way to the women, free them, and then bring them back out through the stairway."

A If the Elf searches for treasure in this room, 300 Gold Coins are found in the chest. Tell the Elf that several dresses and smashed pieces of jewellery are strewn about on the floor. Neither the dresses nor the jewellery has any value.

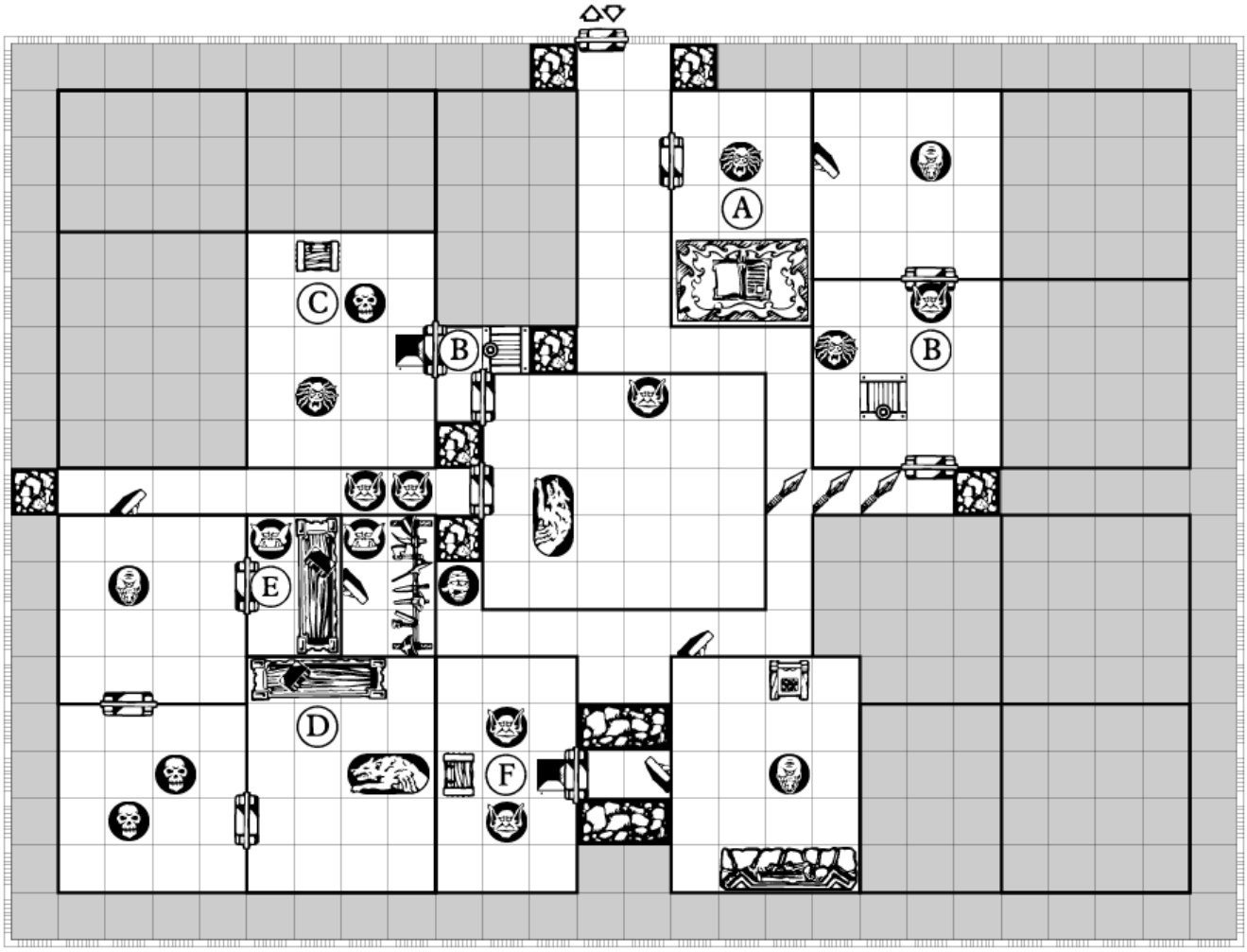
B If the Elf searches for treasure in this room, a protective Helmet is found.

C If the Elf searches for treasure in this room, a Potion of Healing is found in the bookcase.

D The Elf finds the two attendants in this room. After the monster in the room is killed, the Elf may lead the women to the spiral stairway.

After the Elf returns to the stairway, tell him that Queen Terrellia has a special reward of 150 Gold Coins for him.

Wandering Monster: 2 Orcs



- Quest 3 Solo Quest -

Terrellia's Maze

"As your final test, Terrellia has decreed that you must traverse a dangerous maze of her own devising. She has placed captured monsters within this maze, promising them their freedom if they can kill you. 'You will pass the test only if you find a golden book and leave the maze to tell of it. Terrellia's guards will bring you to the iron door that leads into the maze. 'Return to the iron door to leave the maze and end the test."

Tell the Elf that the treasure cards are not used in this Quest and that there are no wandering monsters in this Quest.

A If the Elf searches for treasure in this room, a note on the table is found that says, "All is not as it seems."

B Both of the trap doors are linked by a tunnel. Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After the Elf moves through it, he rolls 1 Combat Die. If a Skull is rolled, the Elf loses 1 Body Point. After moving from one trap door square to the other, the Elf's or monster's turn is over.

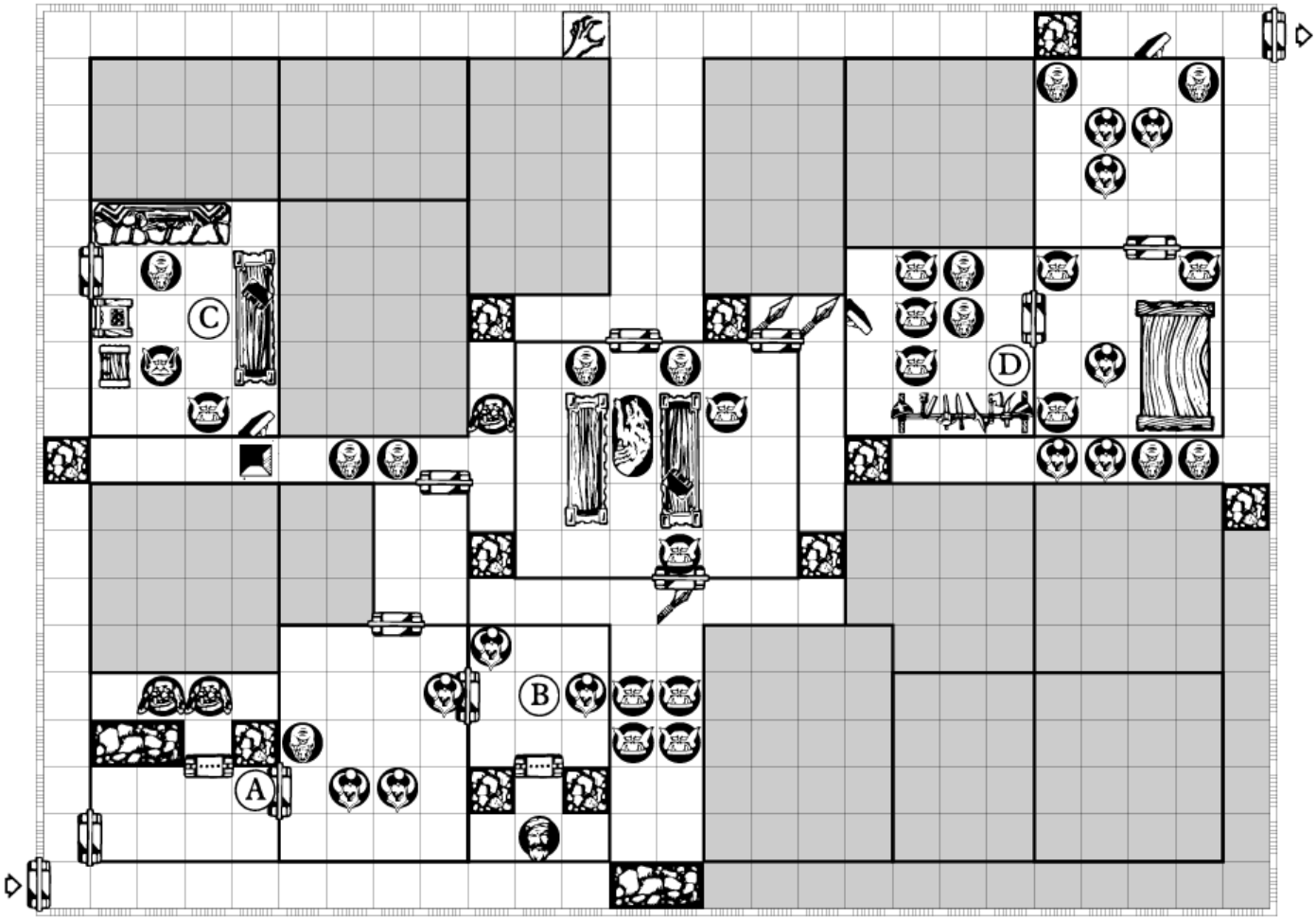
C This chest has a poison needle trap on it. If the Elf searches for treasure before the trap is disarmed, he loses 1 Body Point. The chest contains 200 Gold Coins.

D If the Elf searches for treasure in this room, a secret compartment in the bookcase opens to reveal a Potion of Healing.

E If the Elf searches for treasure in this room, the golden book he has been looking for is in the bookcase. The book tilts forward, causing the bookcase to move up. This reveals a secret door. The room beyond this door holds a weapons rack. A sign above the rack says, "Choose one." If the Elf moves next to the weapons rack, he may choose any one of the weapons from the Equipment cards.

F This chest has an explosive trap on it. If the Elf searches for treasure before the trap is disarmed, the Elf loses 2 Body Points. The chest contains 300 Gold Coins.

Wandering Monster: None



- Quest 4 -

The Elven Prospector

"Your companions now join you as you begin the first part of your mission to rescue Millandriell. The Queen wants you to free the royal Prospector, who has been imprisoned inside an old mine by Morcar's minions. Only this Prospector can identify Moonsilver, a magical substance that is critical to rescuing the Princess. You must enter the mine through the iron door, find the Prospector, and then leave with him through the wooden exit door."

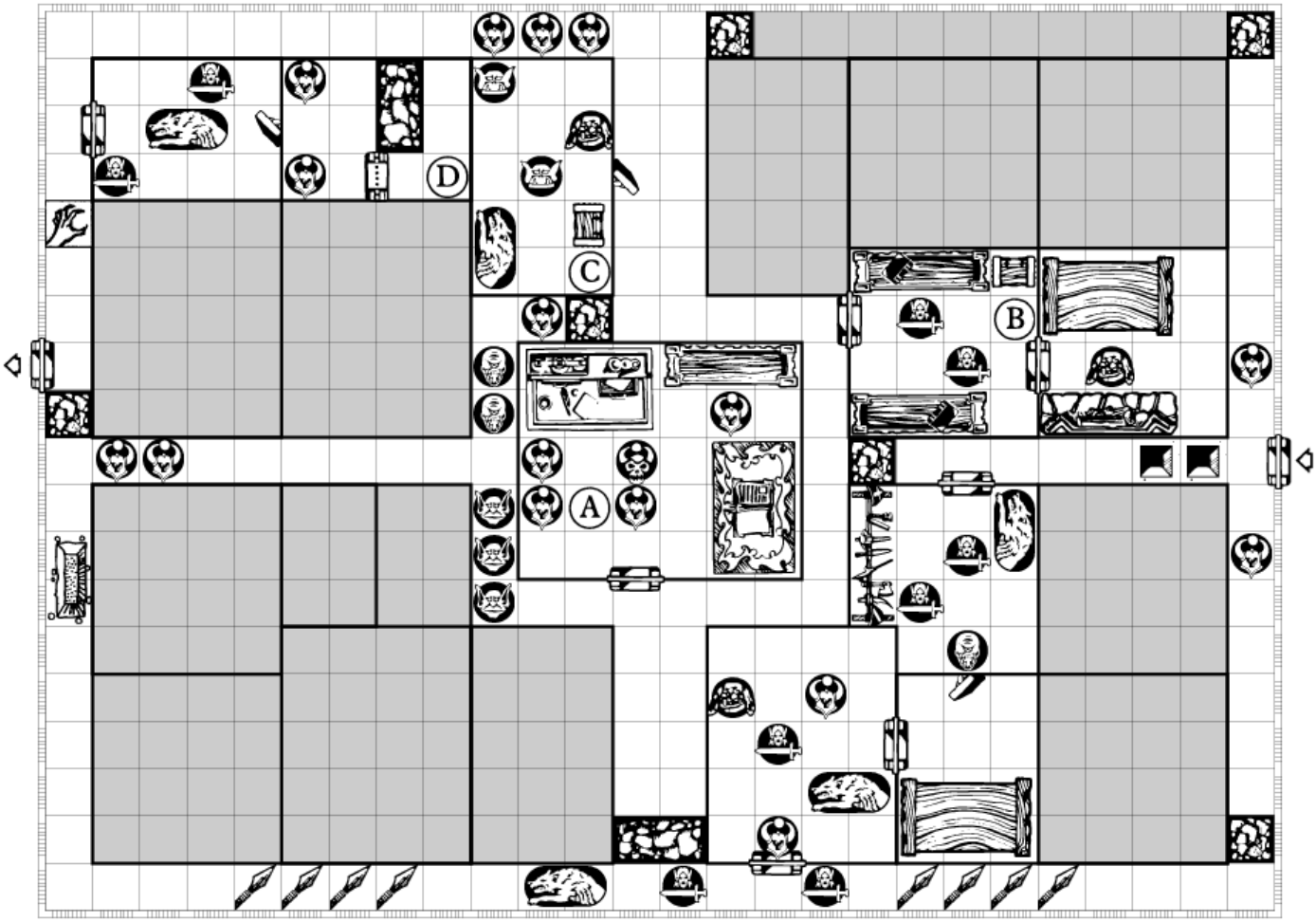
A The door marked "A" has a trap on it. If a Hero opens this door before the trap is disarmed, the portcullis in this room rises and the Ogres attack on Morcar's turn (along with the monsters in the next room).

B The Prospector is behind a locked portcullis. He tells the Heroes that they must find the brass key to free him. Once the Heroes return here with the brass key, they can open the portcullis. Hand the Prospector tile to the Hero who had the brass key (and take the brass key tile back). If that Hero gets killed, the Prospector and brass key are returned to their original locations. If the Heroes need to retrieve the Prospector, two more Chaos Warriors are guarding him.

C The first Hero to search for treasure in this room finds a Treasure Without Doom spell scroll, a brass key, and 800 Gold Coins in the chest. Hand the player the brass key tile. Only one scroll is found, even if the Heroes must return to this room to regain the key.

D The weapons on this rack are rusted beyond repair. There is nothing here the Heroes would want.

Wandering Monster: 2 Chaos Warriors



- Quest 5 -

The Alchemist's Laboratory

"The evil High Alchemist's laboratory on the western border of the Elven lands contains the only known supply of Moonsilver. You must take the Prospector to the laboratory and find a flask of Moonsilver. Only Moonsilver can open an entry into the Realm of Reflection where the Princess is held captive. Enter the laboratory through the iron door and find the wooden exit door to leave once you have located the flask of Moonsilver."

If the Hero who holds the Prospector's tile is killed during this Quest, monsters will take the Prospector to room "D". Don't reveal this information to the Heroes until they enter room "D".

A The High Alchemist is in this room. His stats are as follows:

	Move	Attack	Defend	Body	Mind
High Alchemist	8	3	3	4	4

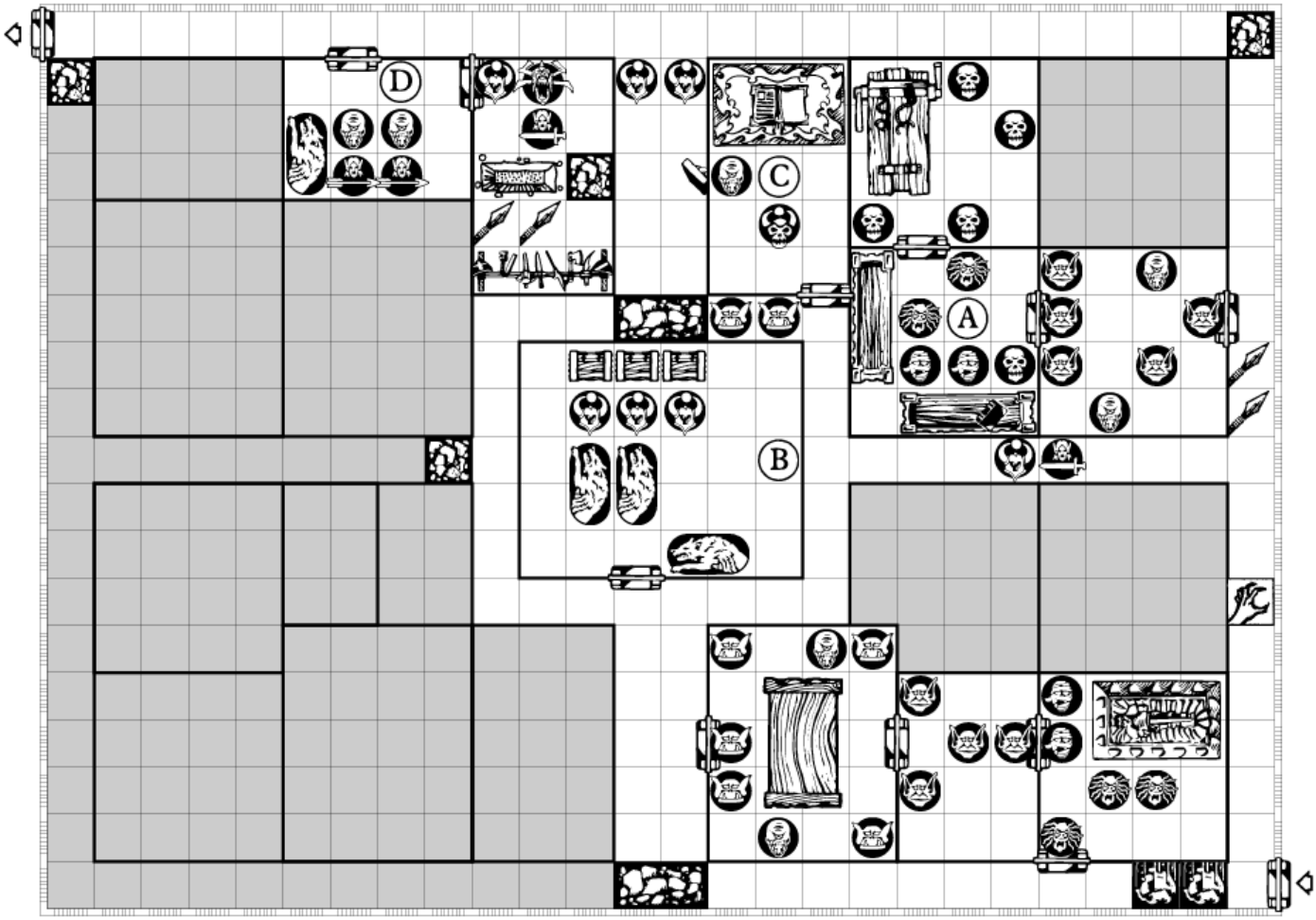
The High Alchemist knows the following Chaos spells: **Mind Blast**, **Restore Chaos**, **Summon Wolves** and **Werewolf's Curse**.
The first Hero to search for treasure in this room sees hundreds of bottles containing silver liquids. Only the Prospector can tell which bottle contains true Moonsilver. If the Prospector is with the Heroes, hand the Moonsilver tile to the first Hero to search for treasure.

B This chest has a poison dart trap on it. If a Hero searches for treasure before the trap is disarmed, that Hero loses 2 Body Points. The chest contains a brass key and Elven Boots. (See the Artefact Card for this item.) Hand the player the brass key tile.

C The first Hero to search for treasure in this room finds 2 Potions of Healing and 750 Gold Coins inside the chest.

D If the Prospector has been captured, he will be imprisoned here. The Heroes must have the brass key (from room "B") to open the portcullis. If the Heroes need to rescue the Prospector more than once, there are always 2 new Chaos Warriors on guard here.

Wandering Monster: 3 Zombies



- Quest 6 -

Tormuk's Guests

"Sinestra has struck again! One of her servants, Tormuk the Necromancer, cast a spell upon two of Queen Terrellia's bodyguards, the finest Elven Archers in the kingdom. The Archers now fight alongside Tormuk. The Queen wants you to find the Archers. Once they are alone with you, the spell will be broken. Scouts say that Tormuk's base is in an old castle south of the Elven lands. Enter the castle through the iron door and leave through the wooden exit door."

A The first Hero to search for treasure in this room finds 2 Potions of Healing in the cupboard.

B Each chest in this room has a trap on it. If a Hero searches for treasure in this room before all three traps are disarmed, the Hero loses 2 Body Points for each trap that hasn't been disarmed. The first Hero to search for treasure finds 1000 Gold Coins and the Ancient Staff. (See the Artefact Card for this item.)

C Tormuk is in this room. His stats are as follows:

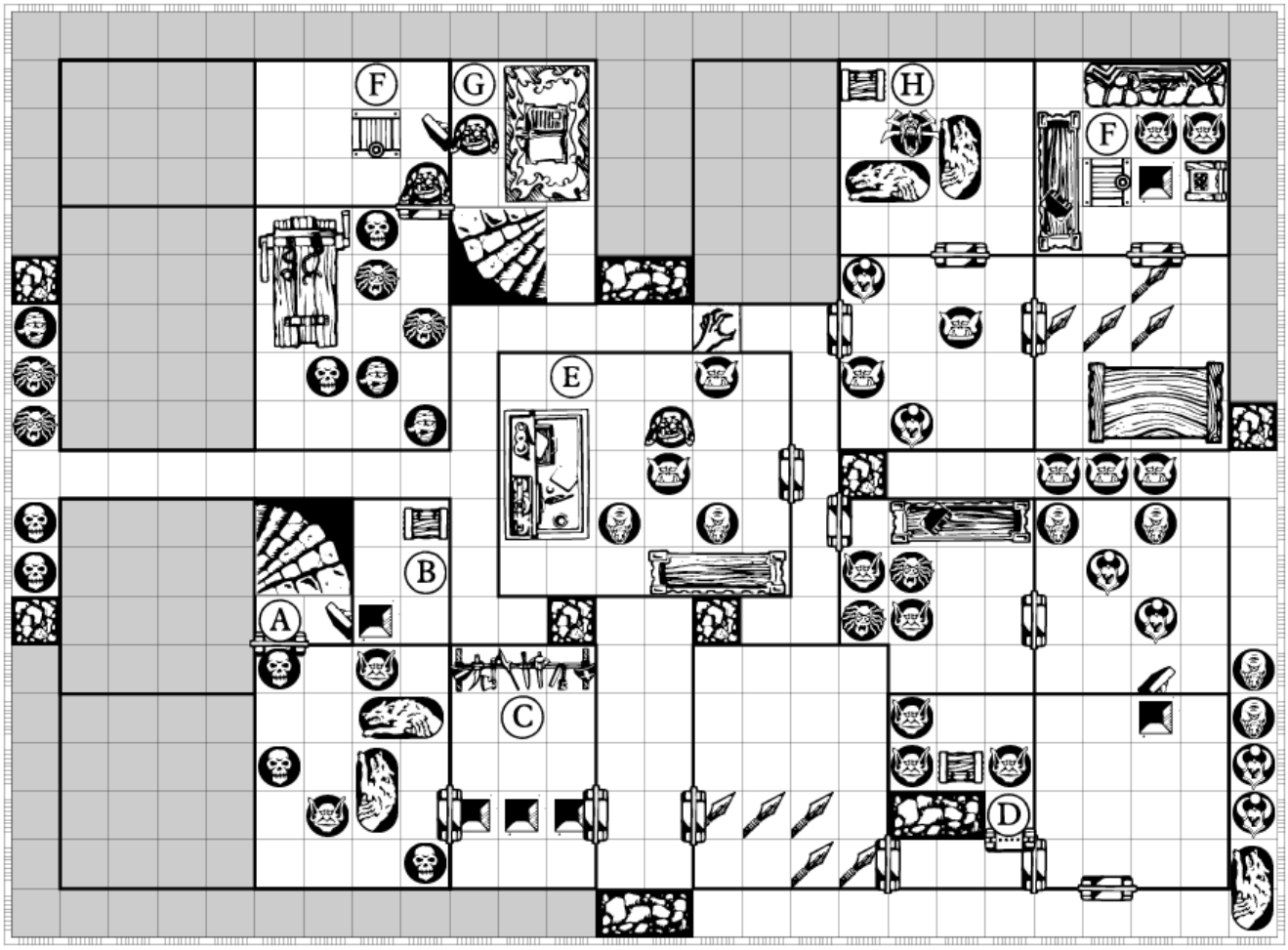
	Move	Attack	Defend	Body	Mind
Tormuk	8	4	4	6	6

Tormuk knows the following Chaos spells: **Command**, **Mirror Magic**, **Mind Blast**, **Reanimation**, **Summon Wolves** and **Werewolf's Curse**.

The first Hero to search for treasure in this room finds a Treasure Without Doom spell scroll on the table.

D The Elven Archers fight the Heroes to the best of their ability as long as the other monsters in this room are alive. Once the Heroes have killed the other monsters in this room, Tormuk's spell is broken. If the Elven Archers are still alive, they fight on the Heroes' side for the remainder of this Quest only. They are under the control of the Elf, and they move and attack after him.

Wandering Monster: Fimir



- Quest 7 -

Gliness Fen

"The time has come to assault Sinestra's stronghold. She lives deep within the marshes of Gliness Fen. You must enter her castle to begin your search for Princess Millandriell. Spies report that the gateway to the Realm of Reflection is in the castle's deepest dungeon. A spiral stairway winds down to the first level of the castle. Search for another spiral stairway to reach the next lower level. Millandriell's life is in your hands, my friends."

A The Heroes begin the Quest on this spiral stairway.

B This chest has a poisonous gas trap on it. If a Hero searches for treasure in this room before the trap is disarmed, each Hero in the room loses 1 Body Point. This chest contains 650 Gold Coins.

C The first Hero to search for treasure in this room finds a tool kit in the weapons rack. This Hero also finds a brass key. Hand the player the brass key tile.

D The portcullis will not open unless a Hero has the brass key from room "C". The first Hero to search for treasure in this room finds 2 Potions of Healing in the chest.

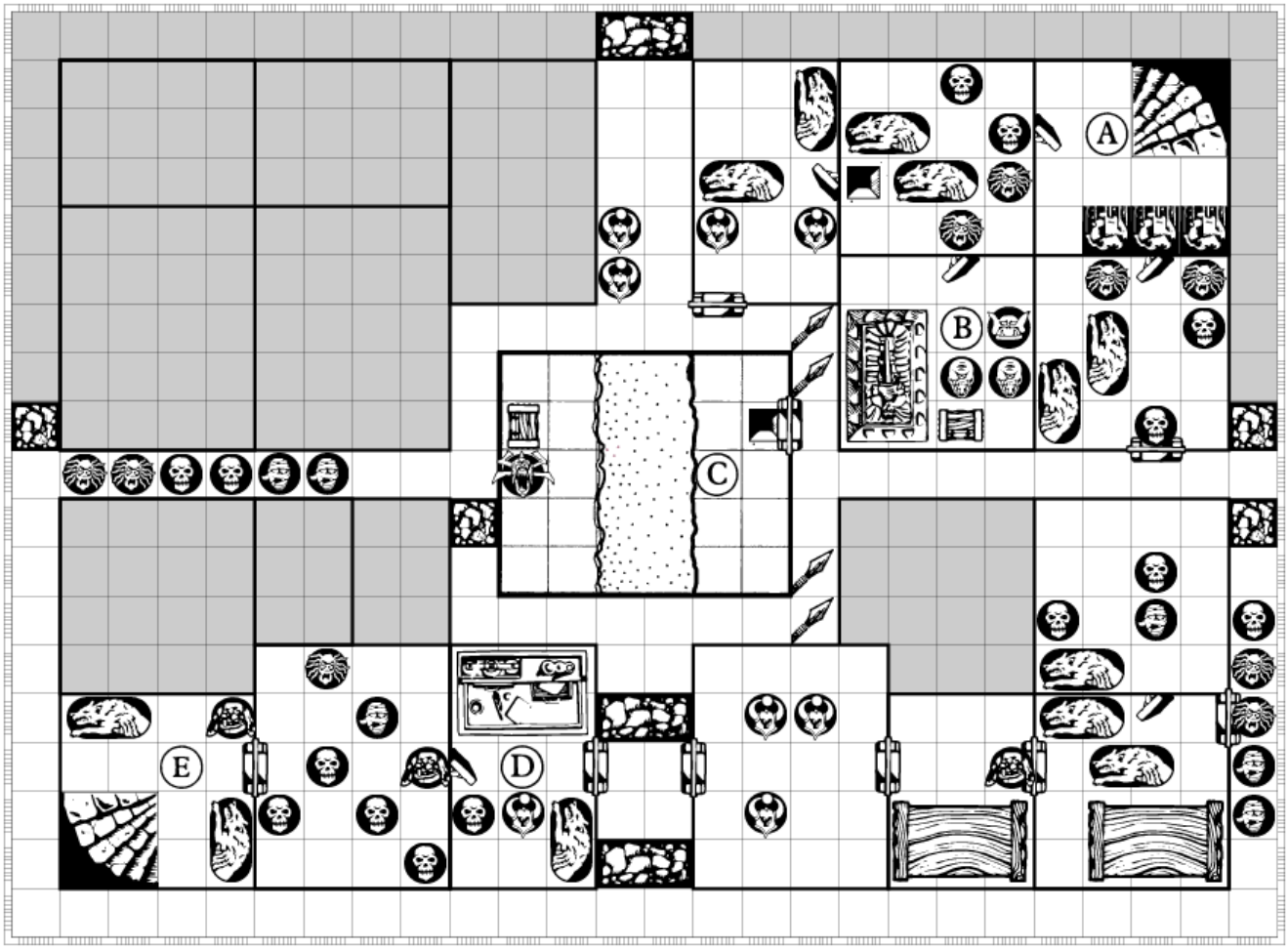
E The first Hero to search for treasure in this room finds 2 Wolfsbane Potions.

F The trap door is linked by a tunnel to the trap door in the other room "F". Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

G The first Hero to search for treasure in this room finds the Sky Orb under the table. Give the Hero the Sky Orb Artefact Card, tile and tokens. The spiral stairway leads down to the second level of Sinestra's castle.

H This chest is empty.

Wandering Monster: Giant Wolf



- Quest 8 -

The Gathering Storm

"Sinestra now knows of you mission. She is gathering her evil servants to oppose you. 'You must hurry on despite her efforts. The closer you get to the lowest level of the castle, the greater the danger to Millandriell. Speed is your only ally now. From the spiral stairway that brought you down from the first level, search this second level for another spiral stairway leading lower still."

A The Heroes begin the Quest on this spiral stairway. As the Heroes step off the stairway, read the following aloud:

"As you enter this subterranean level, your feet sink slightly into the soggy ground. A wet, mouldy smell permeates the air."

B The first Hero to search for treasure in this room finds a Bone Wand and 500 Gold Coins in the chest. (See the Artefact Card.)

C The Gargoyle in this room can cast spells. It knows the Chaos spells **Command** and **Firestorm**.

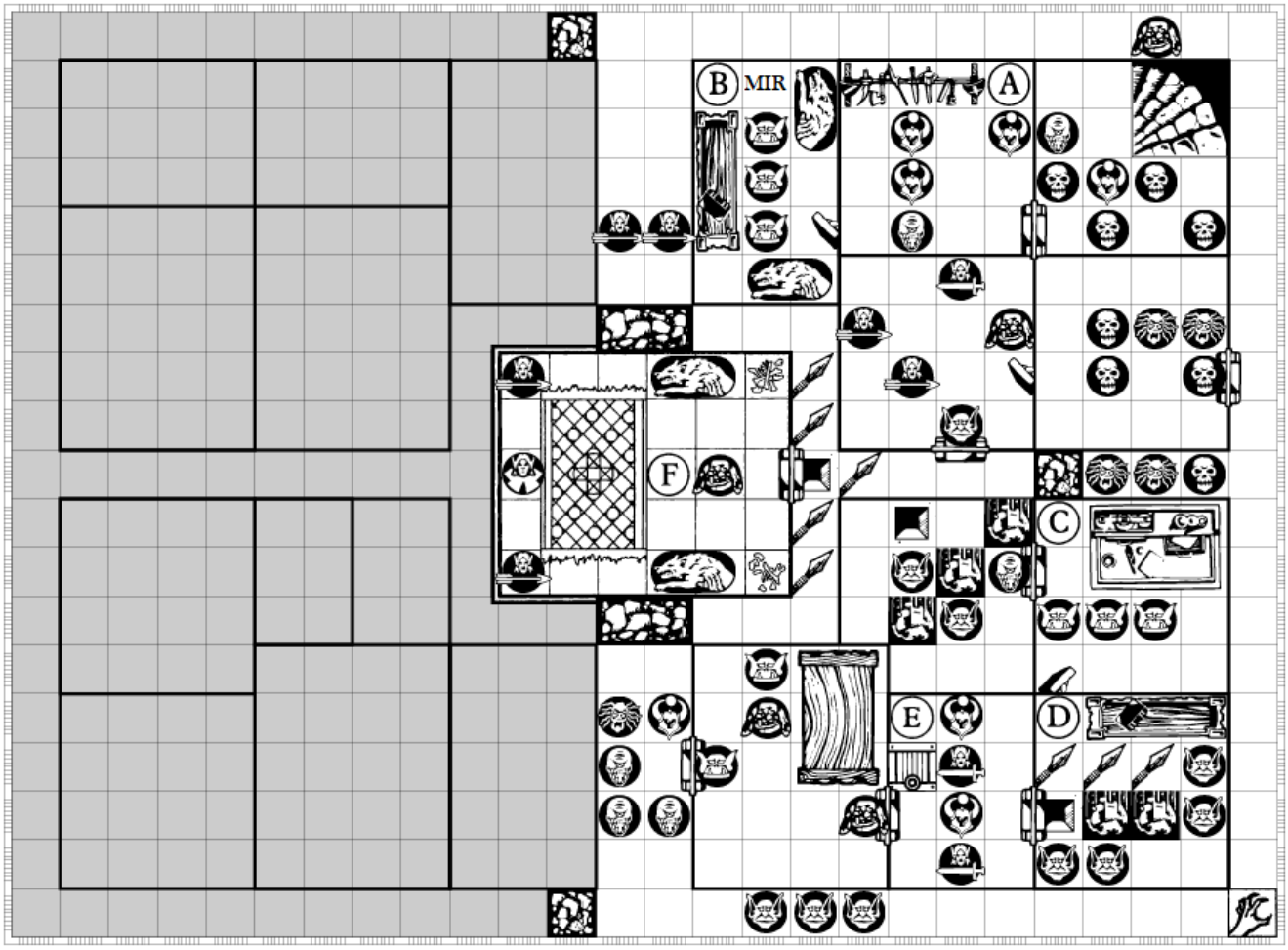
Dividing the room is a quicksand pit. To reach the other side of the quicksand pit, a Hero must stand adjacent to it and try to jump over the quicksand. The Hero rolls 1 Combat Die in the attempt. If a Black Shield is rolled, the Hero successfully lands on the square directly across from the square he left. Any other result means the Hero lands in the quicksand and starts to sink. To avoid a messy death, tell the Hero to immediately discard any 2 items (weapons, armour, potions, scrolls, etc.). This ends the Hero's turn. On the Hero's next turn, the Hero climbs out of the quicksand onto the square across from the square he left. This ends the Hero's turn.

The first Hero to search for treasure in this room finds a gem worth 900 Gold Coins in the chest.

D The first Hero to search for treasure in this room finds a bottle of Heroic Brew.

E This spiral stairway leads down to the next level.

Wandering Monster: Chaos Warrior



- Quest 9 -

Hidden Realms

"You have reached the depths of Sinestra's fortress. Look for a large mirror. It is the entry to the Realm of Reflection where Millandriell is imprisoned. Rub the Moonsilver on the Mirror's surface to gain entry. Then enter the Realm to rescue Millandriell. However, Sinestra must be dealt with also. Find the Elven Bow of Vindication, a magical weapon that will help you destroy her. Start at the spiral stairway and search for Millandriell and Sinestra."

Morcar, this quest is spread over two maps, representing the movement into the Realm of Reflection. The Heroes will be moving back and forth between these two maps. Mind and Body Points are not restored when the Heroes cross between the two maps. Since the two maps use different parts of the gameboard, leave the board set up when the Heroes enter the mirror and cross over to the other side.

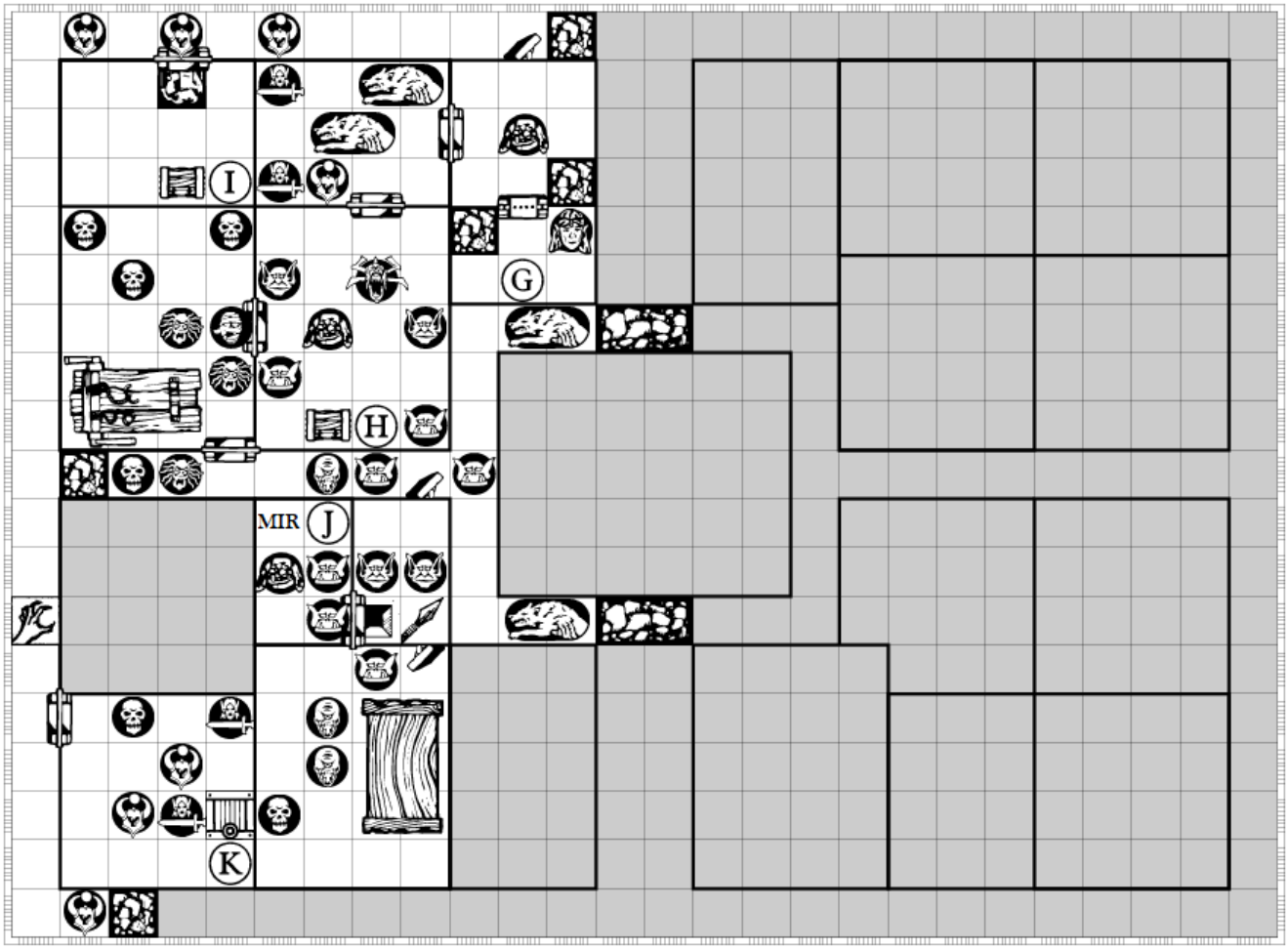
A The first Hero to search for treasure in this room finds a brass key among the weapons on the rack. Hand the player the brass key tile.

B Place the mirror with the image of Millandriell on the square marked "MIR", with Millandriell's side facing the Heroes. When the Hero with Moonsilver moves adjacent to the mirror, the mirror turns black. Turn the mirror tile so the dark side is facing the Heroes. Tell the players that any Hero can now pass through the mirror into the Realm of Reflection. (A Hero who enters the mirror is placed on the square marked "G". That Hero can continue to move if he has movement left.) Heroes cannot return to room "B" via the mirror.

C The first Hero to search for treasure in this room finds an Elven Potion of Speed on the bench. This potion grants the Elf 12 squares of movement and 2 attacks per turn until the Elf suffers at least 1 Body Point of damage.

D The first Hero to search for treasure in this room finds an Elven Potion of Vision hidden in the bookcase. This potion enables the Elf to see all secret doors and detectable traps within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Wandering Monster: 2 Chaos Warriors



E This trap door is linked by a tunnel to the trap door in room "K". Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

F This is Sinestra's inner sanctum. Place the inner sanctum room and wall on the gameboard when a Hero enters this room. Use the Elven Archmage figure to represent Sinestra. Sinestra's stats are as follows:

	Move	Attack	Defend	Body	Mind
Sinestra	8	4	4	5	9

Sinestra knows the following Chaos spells: **Dispel**, **Firestorm**, **Mind Blast**, **Mirror Magic**, **Reanimation**, **Restore Chaos**, **Summon Wolves** and **Werewolf's Curse**.

G Millandriell is in this cell. Hand the Millandriell tile to the first Hero into the cell. She is overjoyed to see the Heroes, as you might expect. The brass key will open the portcullis, but if the Heroes don't have the key, a Hero must roll less than his Body Points on 2d6 to force the portcullis open. Each Hero may try once per turn until the portcullis opens.

H The first Hero to search for treasure in this room finds a large ruby worth 800 Gold Coins in the chest.

I This chest has a poison needle trap on it. If a Hero searches for treasure before the trap is disarmed, the Hero loses 3 Body Points. The chest contains an Elven Potion of Speed. This potion grants the Elf 12 squares of movement and 2 attacks per turn until the Elf suffers at least 1 Body Point of damage.

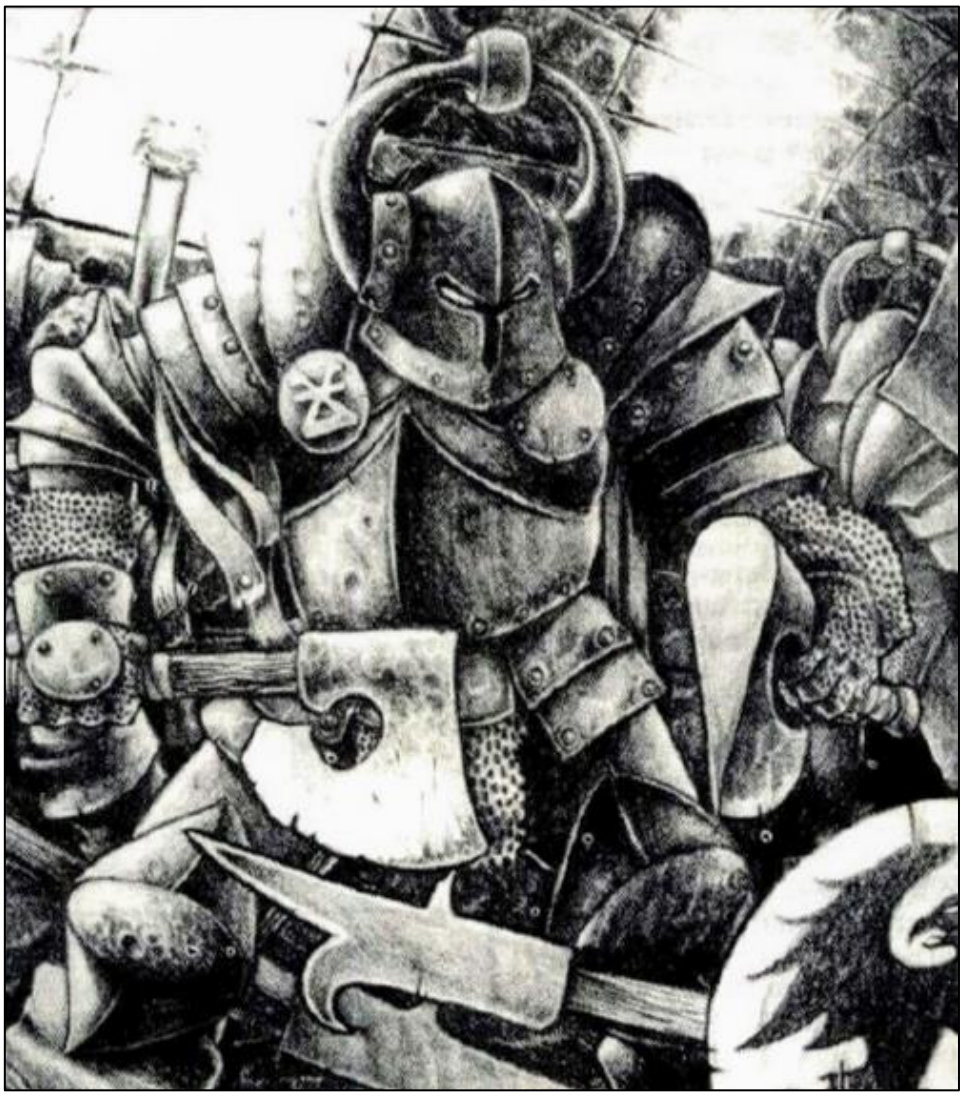
J The mirror in this room has the image of the Bow of Vindication. If the Hero with the Moonsilver moves next to the mirror, the Hero can reach into the mirror and grab the bow. Hand the player the Bow of Vindication card. (At the end of this Quest, Queen Terrellia takes the bow, as it is a treasure of the Elven kingdom.)

K The trap door is linked by a tunnel to the trap door in room "E". Any Hero or monster landing on one of these squares immediately moves to the other trap door square. The connecting tunnel is dangerous. After a Hero moves through it, he rolls 1 Combat Die. If a Skull is rolled, the Hero loses 1 Body Point. After moving from one trap door square to the other, the Hero's or monster's turn is over.

Note: *Once Sinestra has been killed and Millandriell found, this Quest is over. Go to the conclusion on the next page.*

Wandering Monster: 2 Chaos Warriors

"Fearless Heroes, a great celebration is about to be held in your honour. Queen Terrellia wishes to thank you for rescuing the Princess of the Elven people from a horrible fate. Because of your valiant efforts, peace and order have been restored to the kingdom. You have ended a dire threat to the Elven people, at great risk to yourselves. You fought a mighty battle against the forces of Chaos and emerged victorious. Queen Terrellia has decreed that your names be written down in the ancient Book of Elven Heroes, for your deeds have truly earned you a place among the most famous in their long history. Your names shall become synonymous with heroism and justice. Legends and songs will praise you for as long as Elves have voices to tell of your deeds. The Queen is also thankful that you have returned the sacred Elven Bow of Vindication. As a token of her kingdom's gratitude, she has asked me to give you this ancient chest. Inside, you will find 2000 Gold Coins. Take this treasure and divide it among you. Go now, and join in the celebration. Until we meet again, take care my friends." - Mentor



THE DARK COMPANY

The Emperor gazed at the assembled Lords as he listened to the man crouched before him. They stood impatiently, looking intently upon the frail figure, their eyes filling with rage as his story unfolded. They were restless, uncomfortable at hearing of such treachery.

"Listen not to this poison my Lord!"

"Silence!" The Emperor's voice echoed angrily around the vaulted hall.

"Teor, though it wounds our hearts, these words we must all hear." The Emperor turned again to the man before him. "Please continue."

Eshlil looked nervously about him. He glanced again at the Emperor before continuing, his voice low and uncertain.

"Thus I served with Hinsgrim. I have stood within the ranks of the Dark Company and there can be no mistake. Hinsgrim has succumbed to darkness. He and his men have sworn allegiance to Chaos. The Captain of your Elite Guard is your would-be assassin."

No one dared speak. Many wished to cut Eshlil down, as though this would redeem their dear companion, refute this lie. Yet the spy's words had rung true. The Emperor gathered his robe and stood before his council.

"This is a sad day for us all. I have watched Hinsgrim fall from honour. Mentor warned us of this, yet we have been too slow. Hinsgrim has fled beneath the old city along with the Dark Company. The task falls to you my Lords to find Heroes that can purge us of this evil."

"By your leave my Lord! Give me but one legion and I shall lead an assault that will rid you of these scum."

"I want no more of my Lords turned against me Lorric! You are a brave knight but neither you nor your warriors can beat this evil. Find me the men I need, bring to me warriors, men of stout heart. Champions! The Dark Company must be destroyed. I want Hinsgrim DEAD!"

"You have been chosen from all the champions whose names were put forward. The Emperor has commanded you. Enter the dungeons below the old city. Find Hinsgrim and slay him. Succeed, and you will all be rewarded with a Ring of Brilliance."

HOW TO PLAY THE DARK COMPANY

The Dark Company quest is spread over four interconnected maps. The Heroes begin the adventure on the spiral stairway tile as usual, and must find the door on the edge of the board that leads to the next section. These doors may be opened in the normal way, unless otherwise stated. When all the Heroes have gone through the door, remove *all* the pieces from the board and begin the next stage of the adventure.

NOTE: Monsters may never move through a door from one stage of the adventure to another.

BETWEEN STAGES

Heroes do not replenish their Body and Mind points between stages, nor can the Elf and Wizard replenish their spells. However, all players may keep the potions and treasure they have found. All discarded Treasure Cards should be shuffled back into the deck.

BEGINNING A NEW STAGE

Heroes enter the next stage of the adventure by passing through the same door which marked the end of the last stage. The first Hero moves through the door, at which point the Morcar should place onto the board everything that the Hero can see. The new stage of the adventure is then played in the normal way.

RE-ENTERING A STAGE PREVIOUSLY PLAYED

If the Heroes return to a stage they have already played, all the monsters will return and they will have to fight them all again. However, whilst the players may still search for treasure, some special treasure mentioned in the notes may not be found again.

DARK COMPANY WARRIORS

These treacherous warriors work like other monsters, but whenever Morcar places a Dark Warrior onto the board, they may arm them in one of four ways depending on the weapons available. See below.

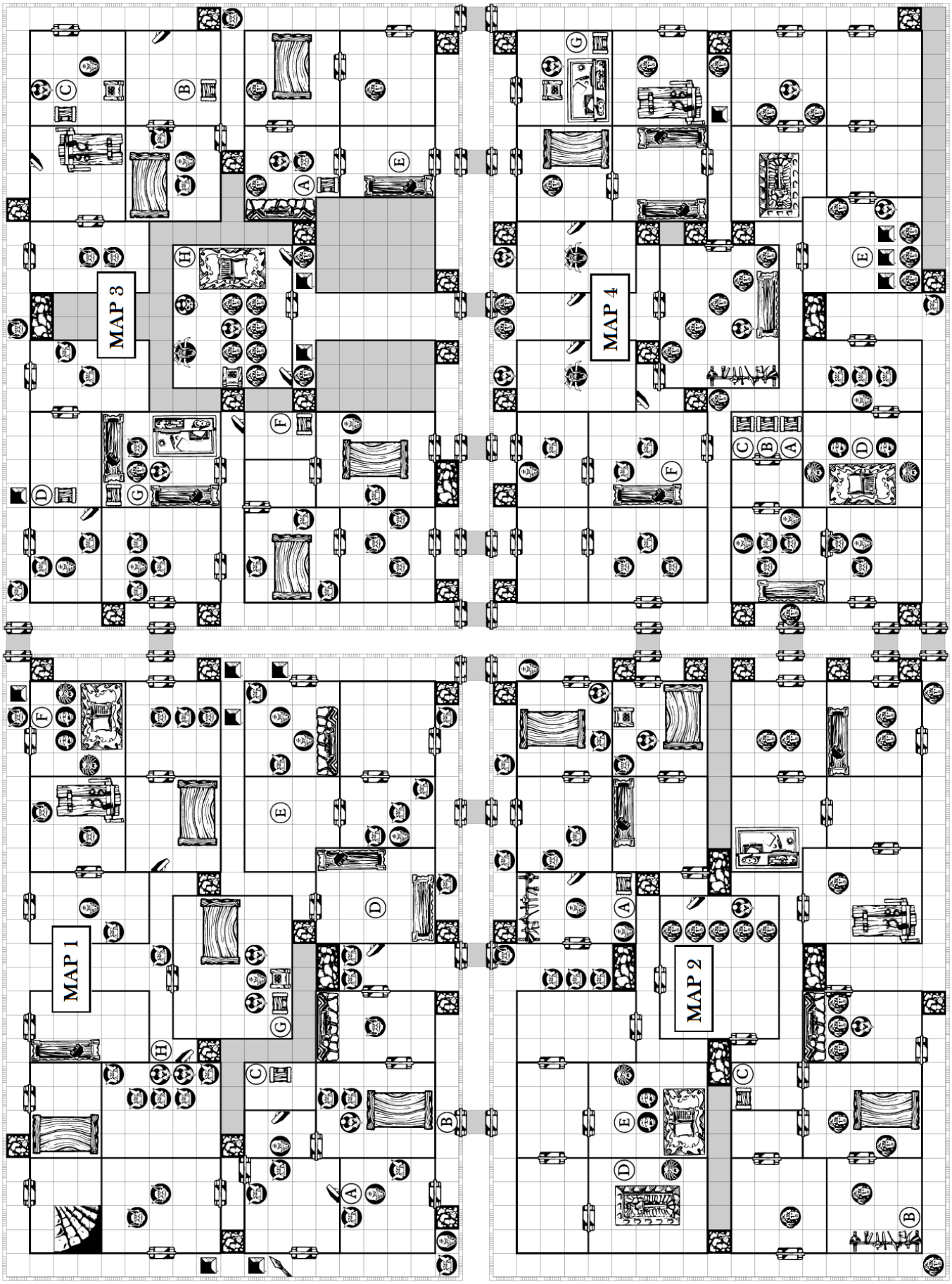
DARK WARRIORS IN COMBAT

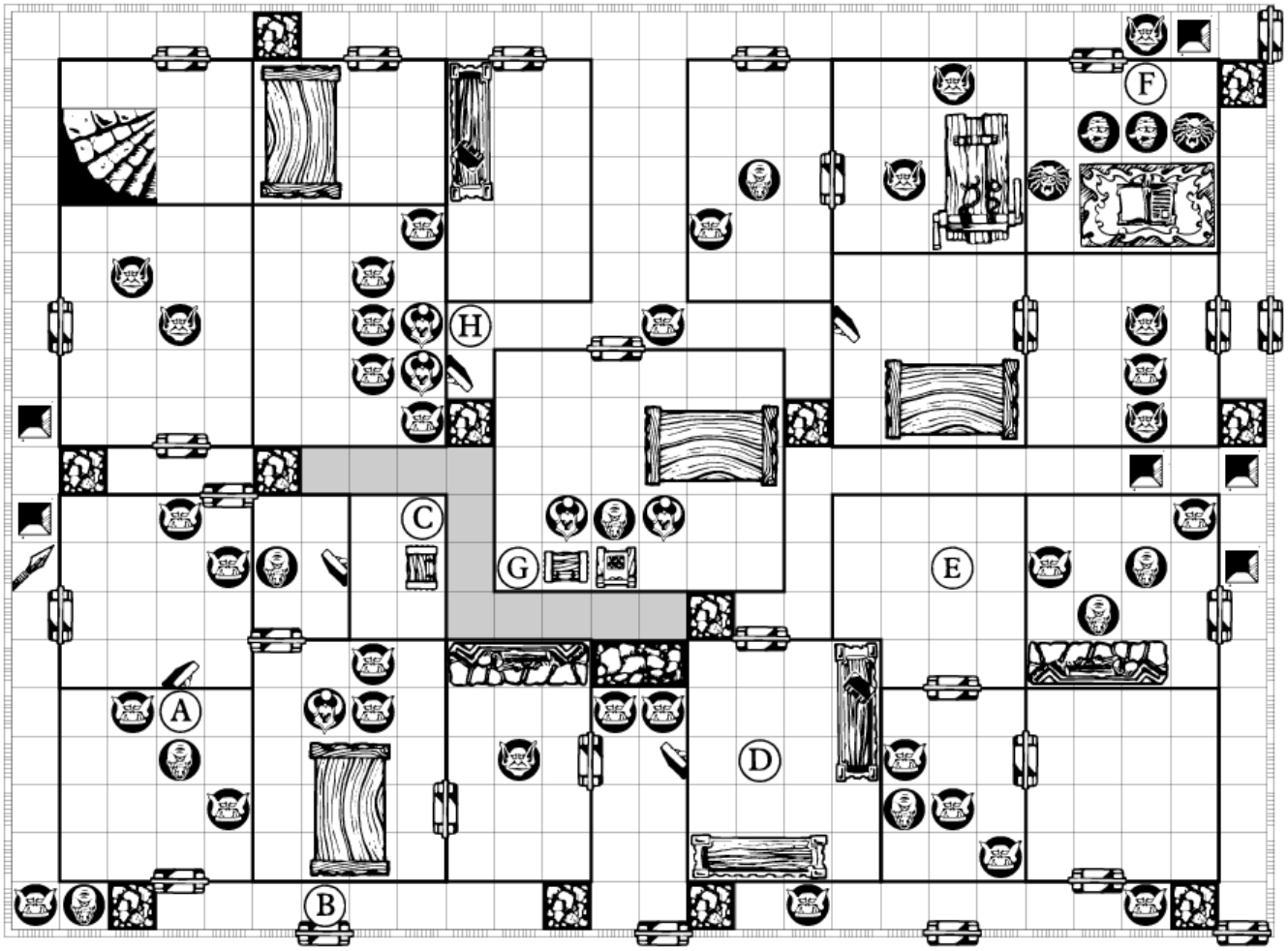
The Dark Warriors are an elite group of fighters who defend using White Shields rather than Black.

THE DOOMGUARD

The Chaos Warriors in this adventure are members of Morcar's elite regiment, the Doomguard. These monsters defend using White Shields in the same way as the Dark Warriors. They also have better attributes than regular Chaos Warriors. See below.

	Movement	Attack Dice	Defence Dice	Body Points	Mind Points
Doomguard	8	4	5	3	3
Dark Warrior Crossbowman	6	3(2)	3	2	2
The Crossbowman wields a crossbow. When adjacent to a foe, the Crossbowman attacks with a shortsword.					
Dark Warrior Halberdier	6	3	3	2	2
The Halberdier wields a halberd that allows him to attack diagonally.					
Dark Warrior Scout	9	2	3	2	2
Dark Warrior Swordsman	5	4	5	2	2


MAP 3
MAP 4
MAP 1
MAP 2



MAP 1 NOTES

A This secret door may be opened by you, Morcar, on your turn. The monsters in the room are placed onto the gameboard and may immediately move and attack.

B When this door is opened, Mentor appears as a spectre to the Heroes and says the following before disappearing: "Beware the ghost of Vadim Gorfell. Fight him not."

C This treasure chest contains 50 Gold coins.

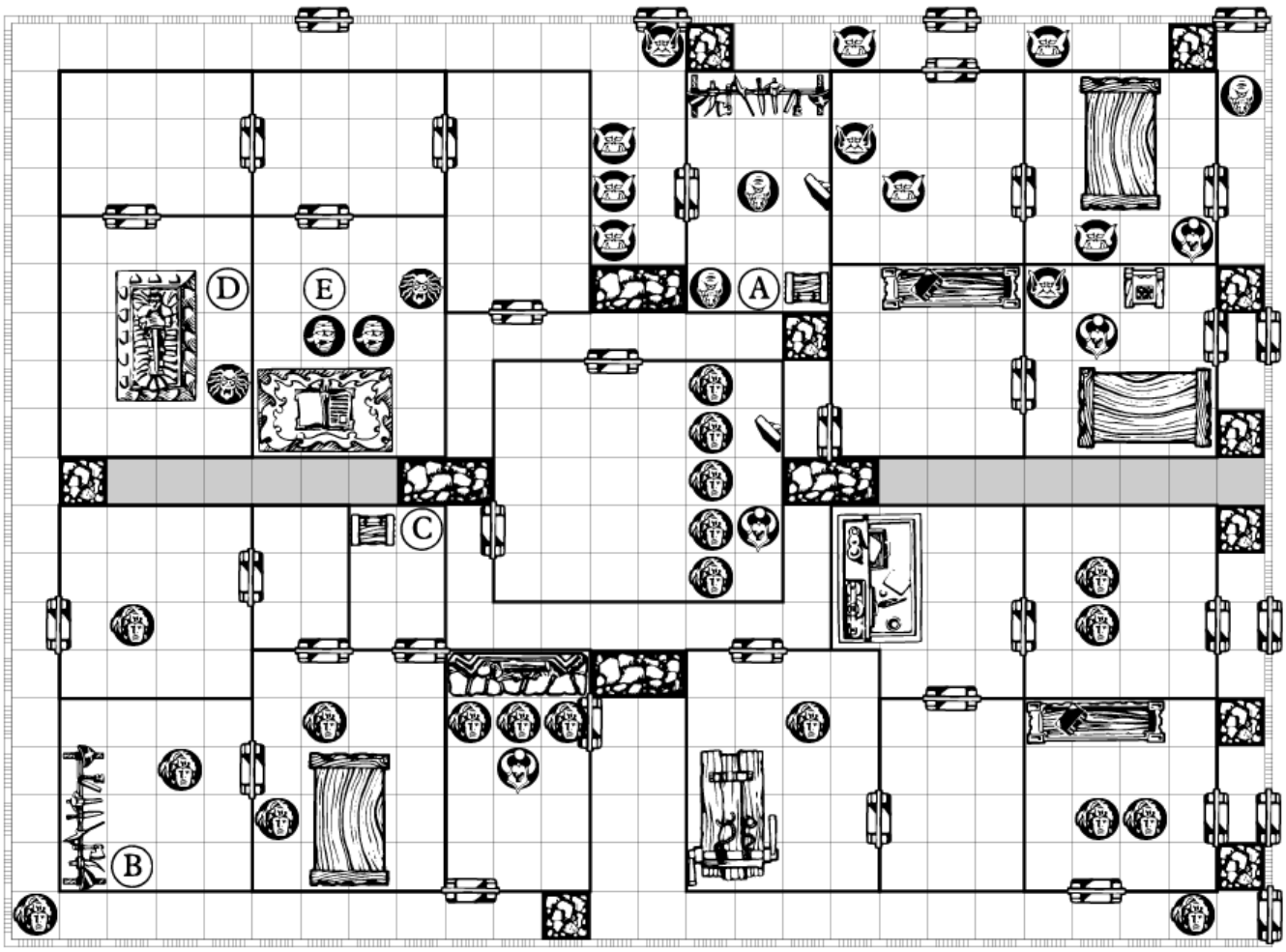
D A Hero searching for treasure in this room will find a magic scroll of spells. If the Elf or Wizard finds this they may choose to miss one turn and read the scroll. Once the scroll has been read, it disappears. The reader may then regain all the spells he had at the beginning of the adventure.

E A Hero stepping into this room will notice how warm it is. Any Hero who finishes his move standing in the room must roll 1d6. If he rolls equal to or greater than his Mind points, he falls into a Wasting Sleep and loses 1 Body Point. On his next and subsequent turn, he must attempt to roll equal to or lower than his Mind Points on 1d6 or remain asleep and lose another Body Point. If he does awake, he may take his turn in the normal way.

F This is a Shrine of Strength. Once all the monsters in the room have been defeated, the Heroes can attempt to rebuild full strength through meditations. On his next turn, the Hero rolls 1d6. If he rolls equal to or less than his Body Points, he can regain all the strength he possessed at the beginning of the Quest. If he rolls a number greater than his Body Points, he is gripped by a magical vortex and loses 1 Body Point. When a player meditates, he may do nothing else on his turn.

G This treasure chest contains 100 Gold Coins.

H This secret door may be opened by you, Morcar, on your turn. The monsters in the room beyond are placed onto the gameboard and may immediately move and attack.



MAP 2 NOTES

A This treasure chest contains two daggers. The weapons on the rack are of poor quality and no use to the character players.

B A Hero searching for treasure will find a crossbow on the weapons rack. However, there are only 6 quarrels. Each time the Hero fires the crossbow, mark off one quarrel on the back of your Character Sheet. If you run out of quarrels, you may not use the crossbow again until you find some more.

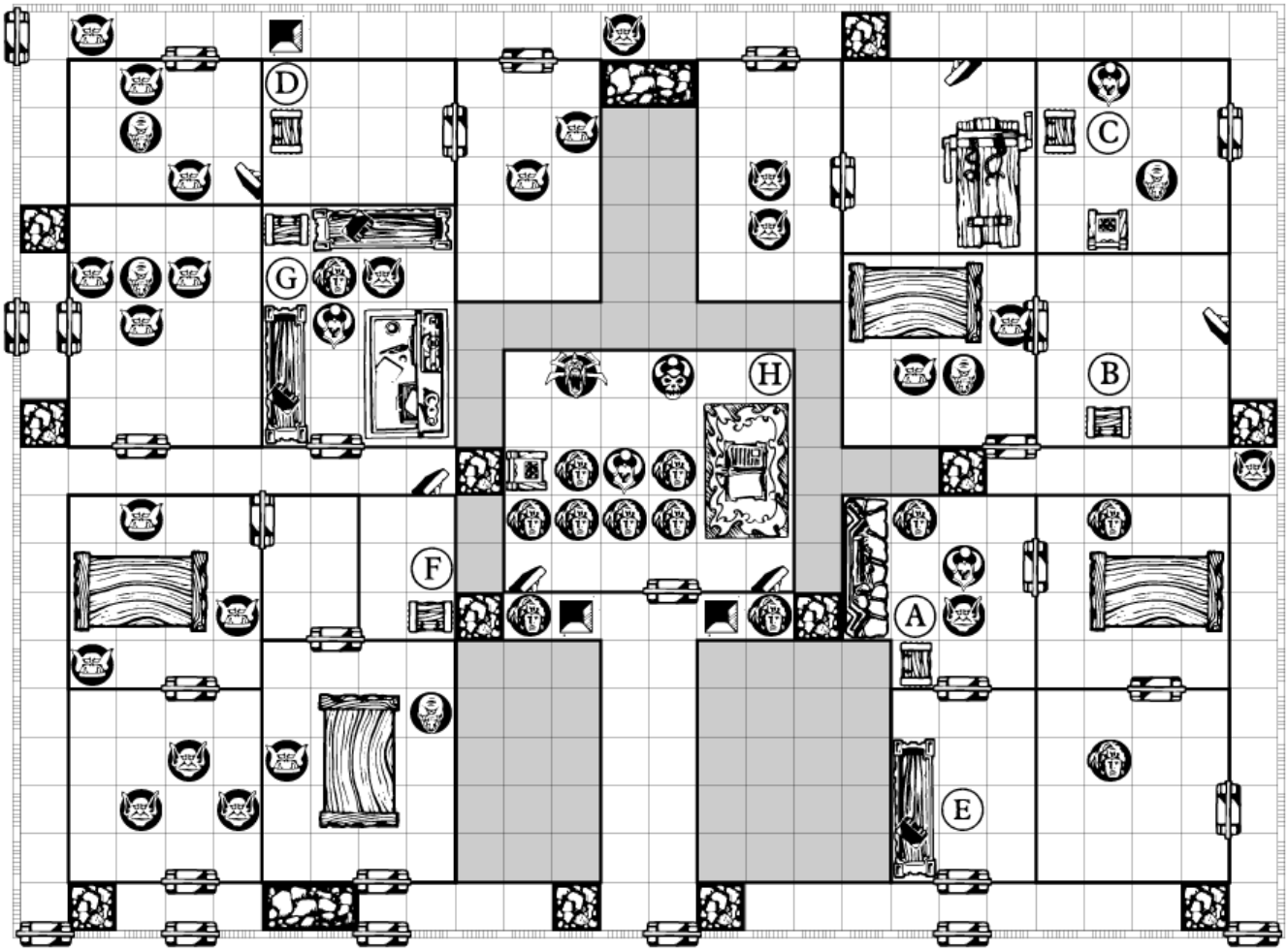
C This treasure chest contains a Potion of Healing.

D This is the Tomb of Vadim Gorfell. The Zombie, who represents his restless spirit, cannot be defeated in combat. If any Hero attacks the Zombie, roll the Defend Dice in the normal way, but then inform the player the Zombie has survived. The only way the Zombie can be killed is by a spell that inflicts 1 Body Point of damage or with the Spirit Blade.

E If a Hero searches for treasure in this room, read out the following:

"You notice upon the altar a magic 'Rune book. As you read the pages you feel raw power flowing through your body. 'Your strength increases and you see great spells before you. Movement! A growing shadow! 'The Gargoyle strikes, leaping from the pages. 'You lose one 'Body point."

Place the Gargoyle anywhere in the room. The Gargoyle makes one more attack immediately.



MAP 3 NOTES

A This treasure chest contains 100 Gold Coins and a Potion of Healing.

B This treasure chest is a trap. If a Hero opens the chest, it will explode and cause the Hero to lose 2 Body Points. It is empty.

C This treasure chest contains 1 magic crossbow quarrel. When fired at a monster, it automatically inflicts 1 Body Point of damage. There is also an unlimited supply of normal crossbow quarrels.

D This treasure chest is empty.

E If a Hero searches for treasure in this room he will find a Potion of Healing.

F If a Hero opens this chest, the secret door will slam shut. The room then begins to fill with a green gas. The Hero must roll a White Shield on 1 Combat Die to force the door open again. The Hero can attempt one such roll each turn. If the roll is unsuccessful he loses 1 Body Point. Heroes outside the room may not attempt to open the door.

G This treasure chest is empty. If a Hero searches for treasure in this room, he will find an Elixir of Life on the table.

H In this room is Hinsgrim, the Chaos Warrior and Delzarron, a Chaos Sorcerer. Like the Doomguard, Hinsgrim defends with White Shields. Delzarron may cast a spell, once per turn. This spell will summon one undead creature (Zombie, Skeleton or Mummy) which may be placed anywhere in the room and may attack and move immediately.

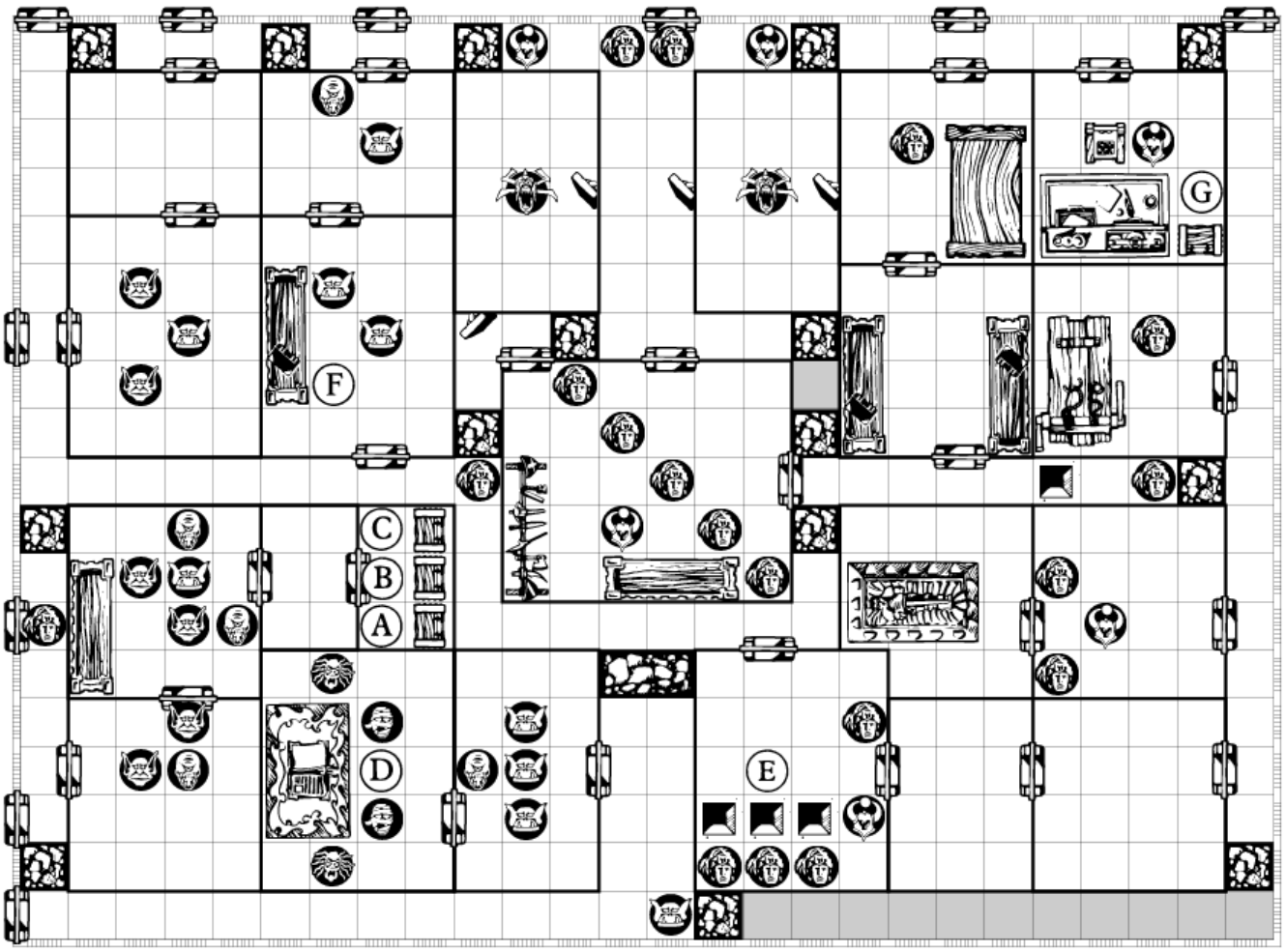
	Move	Attack	Defend	Body	Mind
Hinsgrim	6	4	5	5	3
Delzarron	7	4	4	3	3

Once Hinsgrim and the other monsters in the area have been defeated, read the following to the Heroes:

"There is a whirl of blue light in the corner of the room and mentor appears to you. "You have done well my Champions. Each of you shall be rewarded with a 'Ring of 'Brilliance. Come now! I shall return you to the 'Emperor."

There is a blinding flash as you are thrown through a gate of teleportation. The Emperor rewards each of you with a Ring of Brilliance. (See the Artefact Card for details.)

Wandering Monster: Dark Warrior



MAP 4 NOTES

A This chest contains a trap which will be found if a Hero searches for traps or secret doors. If the Hero opens the chest he will lose 1 Body Point.

B This treasure chest contains 100 Gold Coins.

C This chest is a trap. Even if a Hero searches for traps and secret doors, he will not find the trap. If any Hero opens the chest, he will lose 1 Body Point.

D This is a Shrine of Learning. Once all the monsters in the room have been defeated, the Elf or the Wizard can attempt to rebuild a full complement of spells through meditations. On his next turn, the Hero rolls 1d6. If he rolls equal to or less than his Mind Points, he can regain all the spells he possessed at the beginning of the Quest. If he rolls a number greater than his Mind Points, he is gripped by a magical vortex and loses 1 Body Point. When a Hero meditates, he may do nothing else on his turn.

E All the Dark Warriors in this room are armed with Crossbows.

F If a Hero searches for treasure in this room he will find a Potion of Healing hidden in the bookcase.

G This treasure chest contains a trap. If the chest is opened, three darts shoot from the lid. Roll 3 Combat Dice and for each Skull rolled, the Hero who opened the chest loses 1 Body Point.

RISE OF THE CHAOS GOD

Localised by Bastian, translated by majikayo

This campaign originally appeared in the Japanese version of Heroquest. To play this campaign you will need a copy of the Japanese Artefact cards.

"My friends, I hope you are well rested from your last adventures, for it seems you have quite the journey ahead of you. I have learned from Loretome that all is not well in the lands to the Far East. In ages long past this archipelago was once besot by one of the Chaos Gods, known as Grimdead in some lands. He was the cause of many evils and much destruction. He had wiped out the races of Elves and Dwarves so completely in those islands, they are now thought to be but the stuff of legends in those lands.

And yet even a Chaos God can be conquered! Though invulnerable to most anything, Grimdead was defeated and buried by a legendary band of four Heroes, whose names have since been lost to time.

Alas, after an era of peace, a new evil has begun haunting that lands, for many creatures known only to Chaos have begun teeming in those islands.

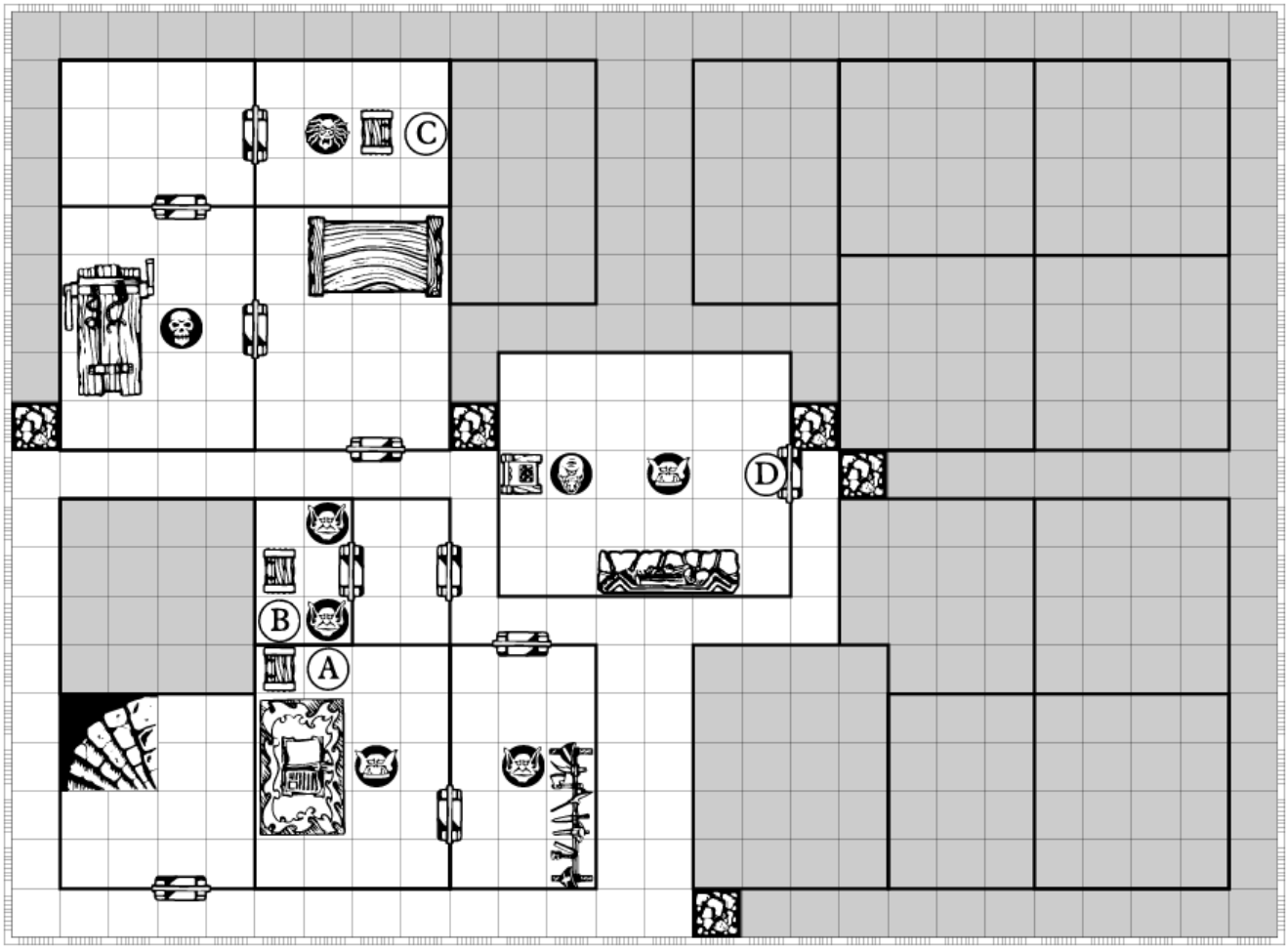
And that is not the worst of it: it would there is a force working to resurrect the dead Chaos God. I needn't tell you that should this unholy plan succeed it would be not only the eastern empire laid to waste under his hands, but likely our entire world. Such would be the wrath of an avenging god! And while he might have been defeated in that era long past, the secret to his defeat has been lost to time's dust. Should Grimdead be resurrected, we are all of us surely doomed.

I ask that you journey to the Far East and that at all costs you prevent the resurrection of the dead Chaos God!

Sail first to Nifon Island, the lord there will welcome you in friendship and set you on the right path.

Good luck, my friends. And remember: when need you need my guidance, listen deep within yourselves."

– Mentor



- Quest 1 -

Summoning of Strength

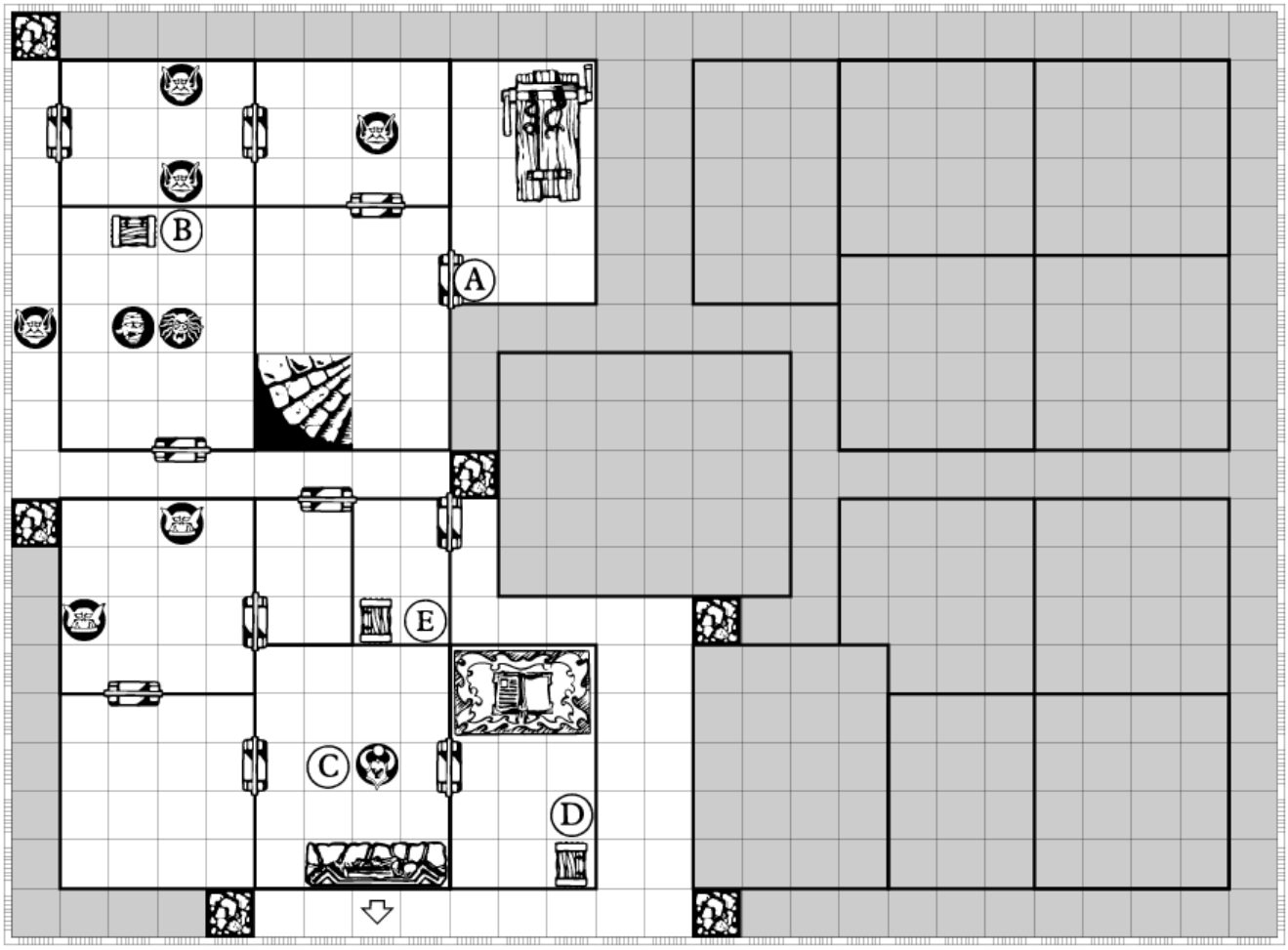
"Nifon Island has three enchanted treasures that were handed down by the Emperors of old. These treasures were recently stolen whilst the island was under siege by a group of monsters led by Berag, a fearsome Fimir. The Lord of Nifon Island tasks you with the mission of venturing into their hideout at the base of Mt. Fyuji, defeating Berag, and recovering the three lost treasures. Should you succeed, you will each be rewarded with 100 gold coins."

A, B, C One of the sacred treasures of Nifon Island is locked within each of these chests. The first Hero to search for treasure must carry it back to the stairway to return it to the Lord of Nifon. A Hero can carry only one chest, and due to their heavy weight, the Hero can roll only ONE red die whilst carrying it.

D The Fimir in this room is Berag. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Berag	6	4	4	3	3

Wandering Monster: Orc



- Quest 2 -

Fortress of Digos

"The Lord of Nifon Island was overjoyed at your success, and seeing your prowess, he feels confident that he can entrust you with his secret: his lovely daughter, Princess Miku, has been kidnapped and taken to the land of Yushiel. It is likely that she is held in Digos Fortress. If you find her location, do what you can to return with the news. The reward will again be 100 gold coins for each. But should you safely return her the reward will be even greater!"

A Scratched into the wall is a note in the language of Nifon Island which reads: "It is I, Princess Miku. I saw a chance and made a run for it. I am hiding in the dungeon. Please save me!"

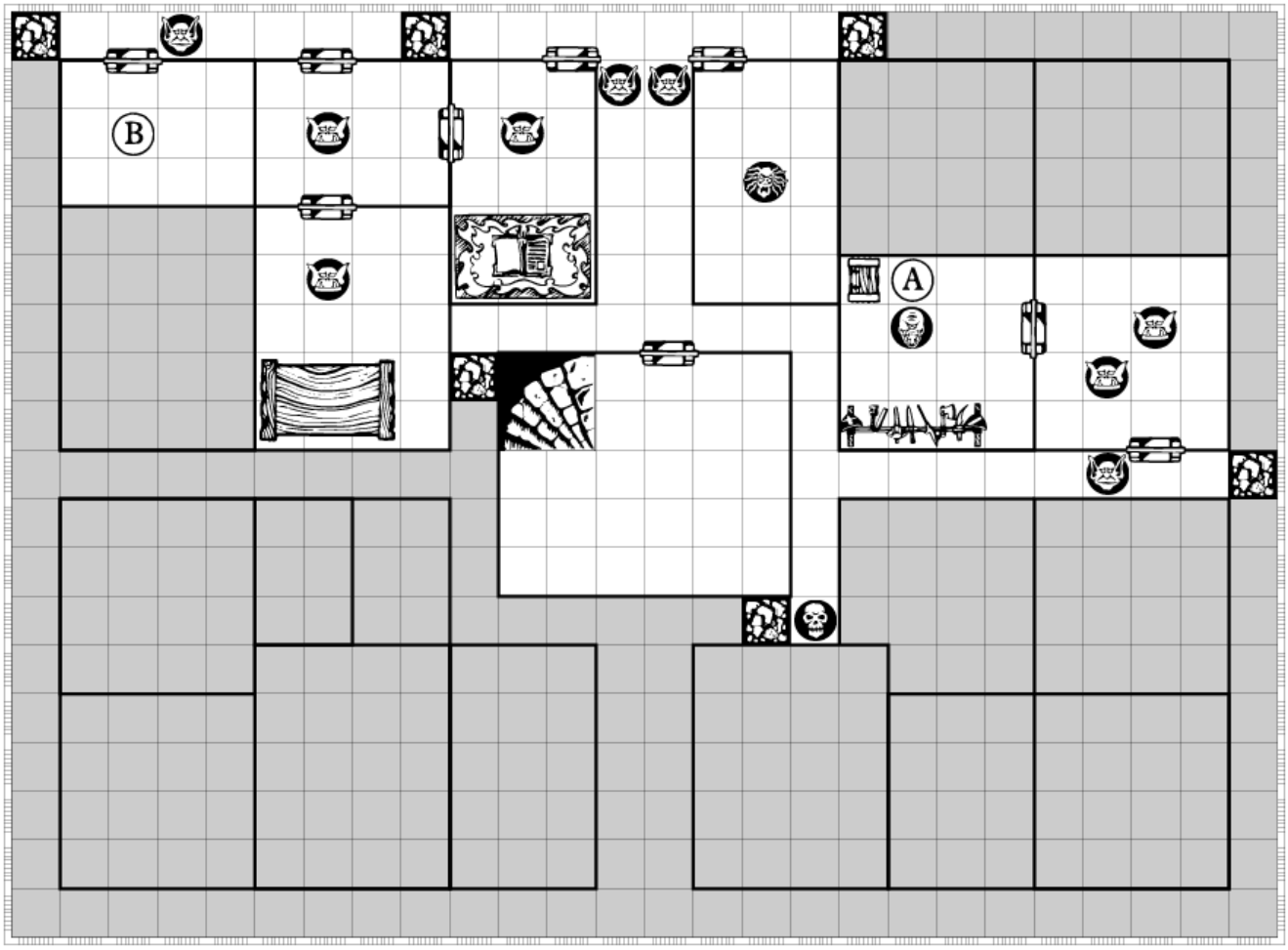
B There are 100 gold coins within this chest.

C The Chaos Warrior in this room cannot leave, When it is defeated the fireplace makes a sound and begins to collapse. When it is reduced to rubble it reveals a secret door hidden behind where it once stood. Remove the fireplace and place a secret door tile on the square marked by the triangle on the map.

D There are 50 gold coins in this chest.

E A jewel and a message from the Princess are found in the chest. "I have been hiding here for a long time, but I was finally discovered. I overheard the monsters say that they were going to take me to a scary-sounding place called The Fortress of Pain. I offer you this jewel, valued at 100 gold coins. Please, come rescue me!"

Wandering Monster: Orc



- Quest 3 -

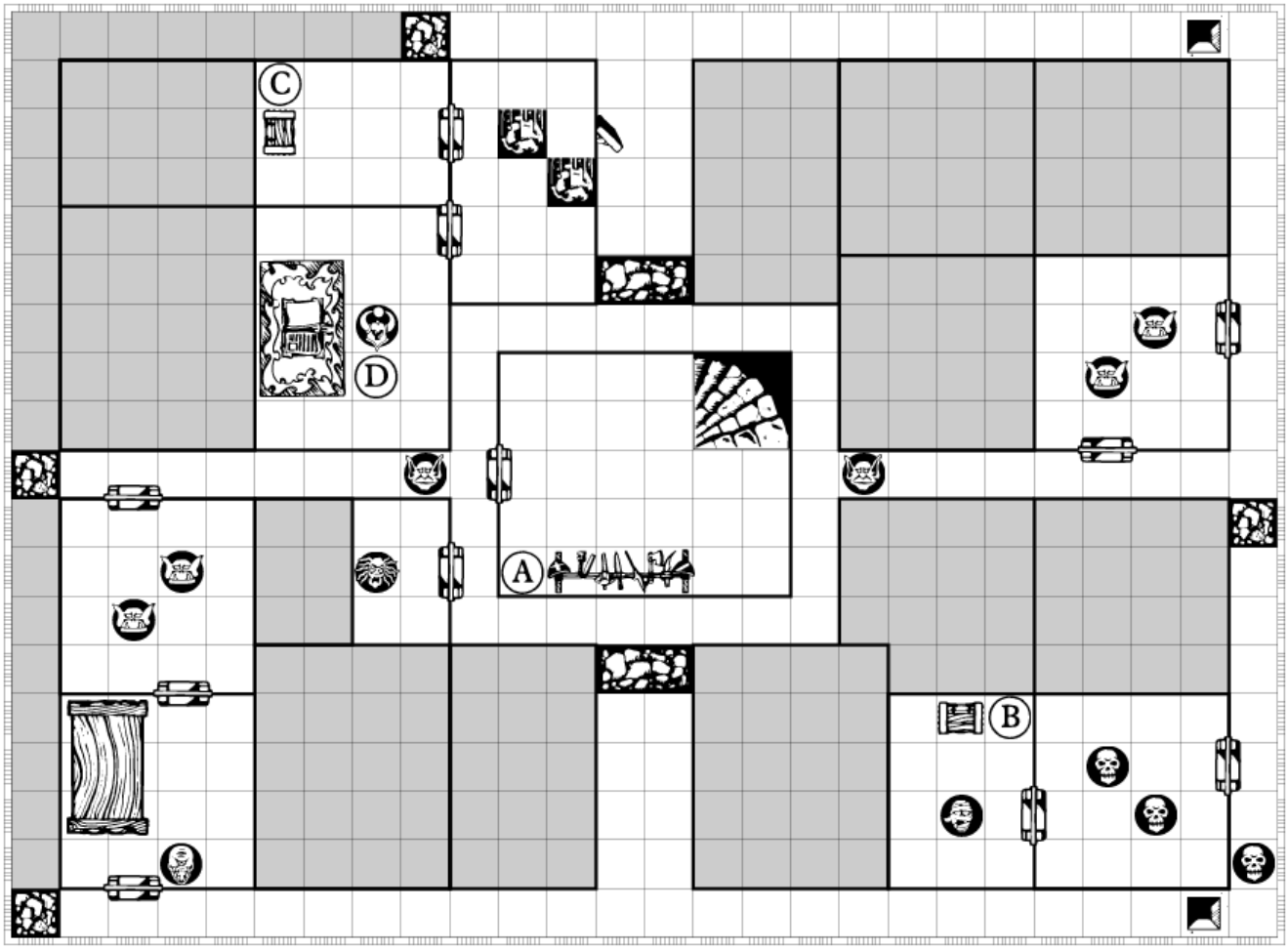
Fortress of Pain

"As you learned, the Princess Miku is being held in the fortress known simply as Pain. You now stand at its gate, knowing you must discover her whereabouts and return her safely. Her father is offering you each a reward of 150 gold coins, but the Hero who finds her first and safely escorts her back to the stairway will receive an additional 100 gold coin bonus. If she perishes mid-escape your reward is forfeit. Good luck, Heroes!"

A This chest contains 100 gold coins.

B This is Princess Miku. Use the Chaos Warlock to represent her on the board. When her cell door Is opened, an alarm is sounded. Place ALL remaining monsters, doors, and furniture on the board. All doors are now open. Princess Miku should be moved by the Hero who opened the door to her cell. Princess Miku can only roll one red die for movement, so the assisting Hero may also roll only one red die to keep her pace. She must be moved back to the stairs for the reward to be collected. Princess Miku may not attack, but she may roll one die to defend. She has 3 Body Points remaining.

Wandering Monster: Orc



- Quest 4 -

Ruins of Way

"Upon returning Princess Miku to Nifon Island, she revealed that it was a man named Borough who had carried her off: he sought the Talisman of Life and knew that she alone knew of its whereabouts. She has chosen to pass it into your care. It seems this Borough calls himself "the Wizard of Darkness. It would seem he is the one attempting to resurrect the Chaos God. Should he succeed, your road will be nearly impossible. Head to Way, an ancient city, once the training grounds for heroes, now overrun by monsters. Only there might you learn how to slay a god."

The Artefact Card for the Talisman of Life should be handed out to the Heroes.

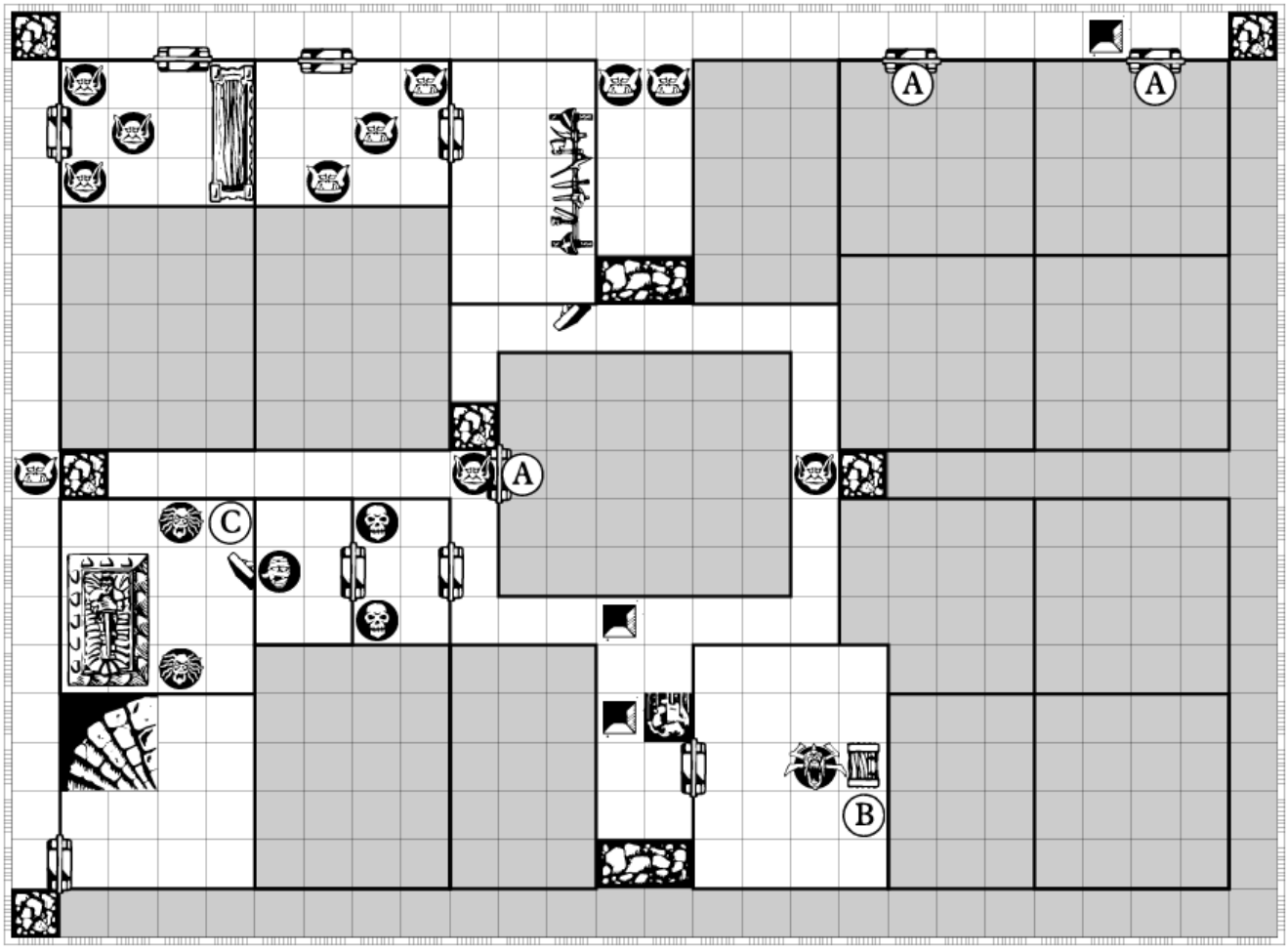
A The first Hero to search for treasure in this room will find a shield in good condition hanging on the Weapons Rack.

B This chest contains 200 gold coins.

C This chest is trapped. The first Hero to search for treasure without first disarming the trap will cause an explosion and lose 2 Body Points.

D The first Hero to search for treasure will find a scroll which reads*:*
"In times when the powers of Chaos return and cause great suffering among the people, this scroll shall be opened. To the Heroes traveling this land: the chaos God's revival is nigh. There is but one way to defeat Grimdead: Fire then Water then Silver."

Wandering Monster: Skeleton



- Quest 5 -

The Castle of Dread

"The riddle in the note you discovered at Pain remains a mystery. Rumour has it that Borough has discovered the forbidden incantation and is now trying to revive the dead Chaos God. Should Borough succeed, this world is surely doomed, for the way to defeat a Chaos God has been lost to the dusts of time, save the riddle you found. Hurry, Heroes, to the place known as the Castle of Dread, said to be the resting place of that dead Chaos God. You must stop his resurrection!"

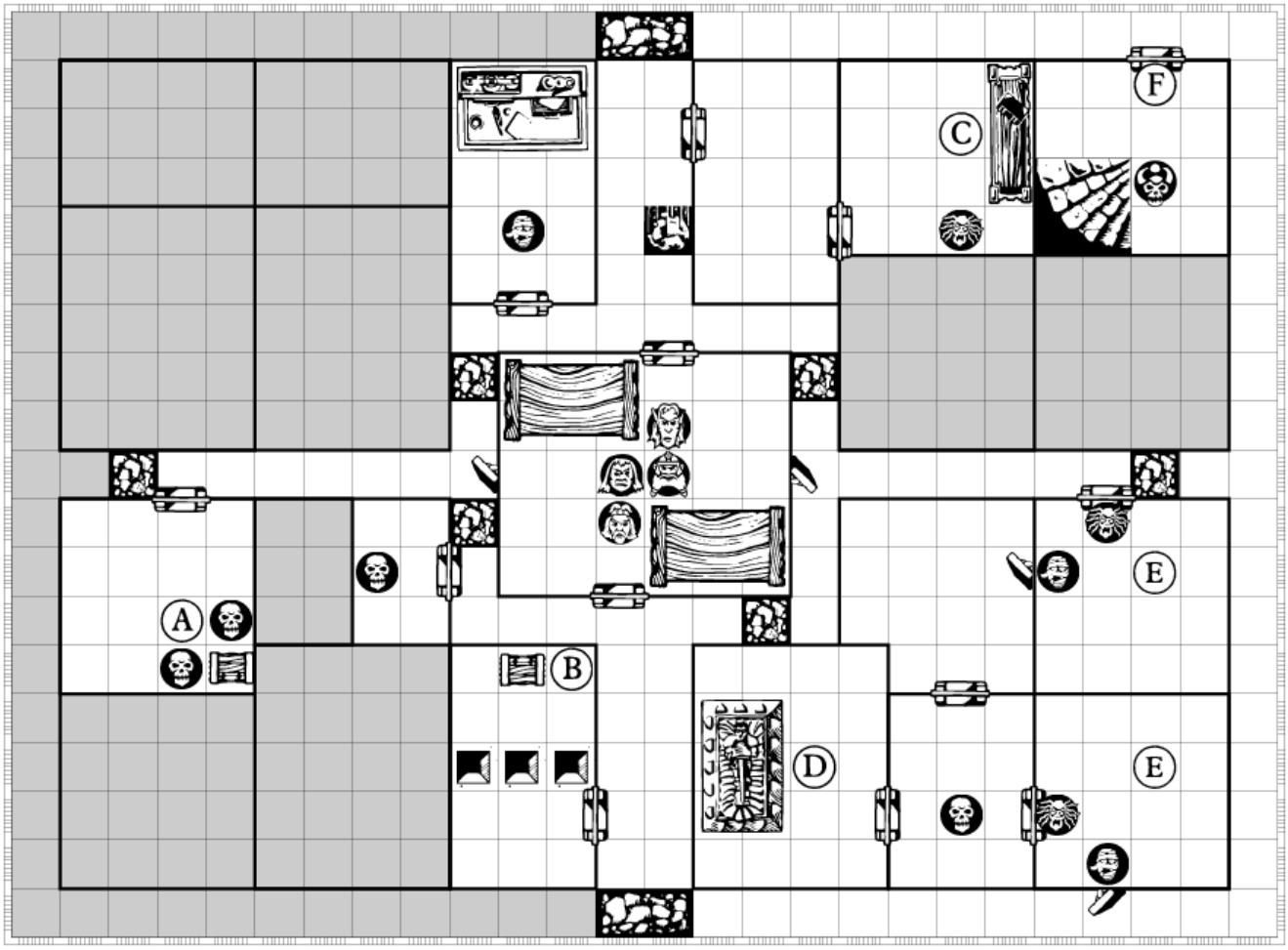
A A sinister presence can be felt on the other side of the door. The door is locked by a magical force and cannot be opened.

B This chest contains a small red jewel known as a Dragon Eye. Give the corresponding Artefact Card to the Hero who discovered it.

C The body lying at rest in the tomb is the dead Chaos God. There is a "clang" sound and then the god turns its head to look at the Heroes. A malevolent voice issues from its decayed face: *"At long last, I am revived! You think to harm me? Fools! Your weapons are useless against a god! Run, mortals!"*

THE CHAOS GOD: It is affected by no weapon or spell. It moves 1 space per turn and rolls 2 combat dice when attacking.

Wandering Monster: Skeleton



- Quest 6 -

The Ghost Ship

"With the revival of the Chaos God, I fear your task has doubled in difficulty. I know of no way to harm such a god. Those who succeeded so long ago lived in Way and are now long dead. However, that riddle you discovered in Way just may help us yet. Head to the coast and board a ship bound for White Mountain. For there lives an Oracle I once knew who may unravel that clue. But beware Heroes! It is said that there lurks a ghost ship on that coast!"

With two days left in their ship voyage before reaching the mainland, the Heroes are awoken from their slumber by one of the ship's crewmen asking for assistance with a fatally ill shipmate. Upon entering the sick bay, the crewman turns and laughs*: "Never mind! I forgot: he's been dead these past decades! Just like all of us on this crew! Just as you will be too, if you can't escape!"* The figure vanishes, leaving the Heroes in the central room.

A This chest contains 100 gold coins.

B This chest contains 200 gold coins.

C The first Hero to search for treasure in this room will discover a golden bracelet worth 200 gold coins.

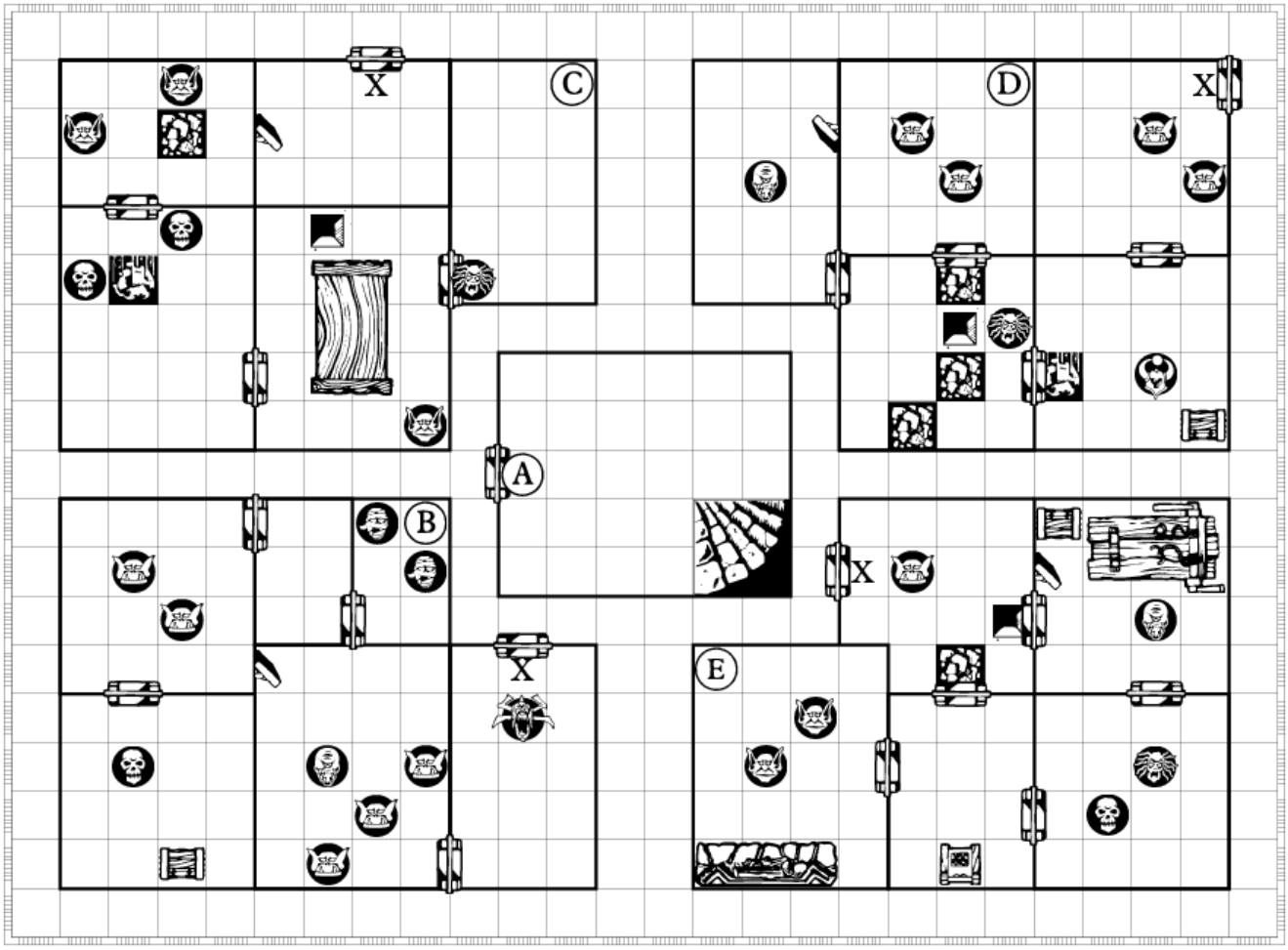
D The first Hero to search for treasure will discover a purse of money containing a paltry 50 gold coins.

E These monsters cannot move, but can attack and defend as normal.

F The Captain. Use the Chaos Warlock figure to represent him.

	Move	Attack	Defend	Body	Mind
The Captain	8	4	4	4	0

Wandering Monster: Skeleton



- Quest 7 -

Trial of White Mountain

"You have arrived at White Mountain, but a challenge yet awaits you here. The Oracle of White Mountain says that while he certainly can unravel the cryptic message you discovered on how to slay the Chaos God, he must first test your worthiness with a challenge. He says that the wisdom he would impart regarding the riddle would be useless if you were so feeble that you could not even manage the simple matter of passing through the threshold and returning."

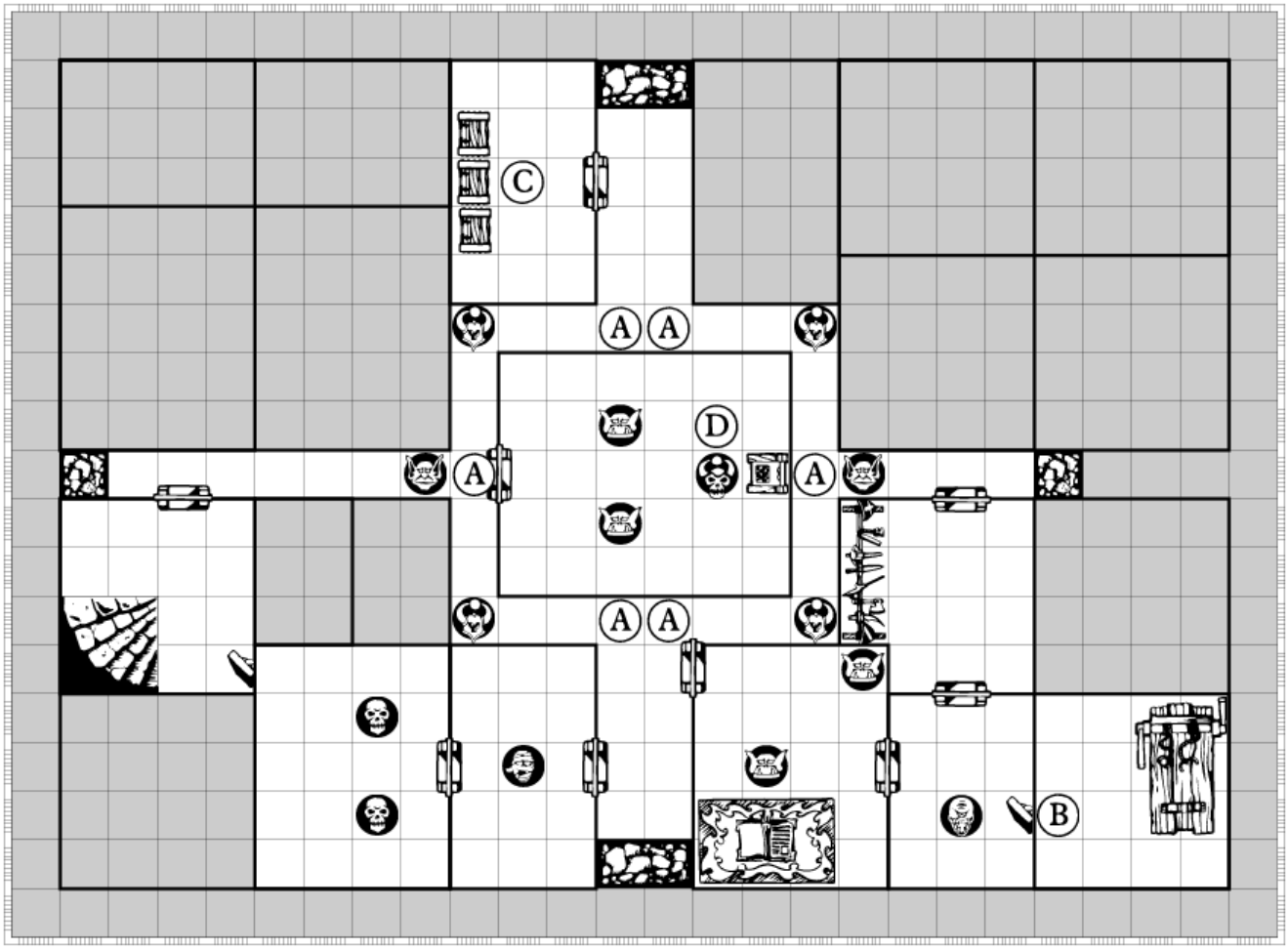
All treasure chests are empty.

A When a Hero exits through this door, they are instead trans- ported to the following locations:

The Barbarian is transported to **B**.
The Wizard is transported to **C**.
The Dwarf is transported to **D**.
The Elf is transported to **E**.

X These doors may be entered only from within the room. When done so, the Hero is returned to the central room. When all four Heroes have passes through the doors marked with "X" they hear the voice of the Oracle:
"You passed the challenge, Heroes! Now I can explain your cryptic message to you. It mentions three ancient artefacts of this land mentioned in our legends: a weapon of fire, a weapon of water, and a weapon made of silver. It would appear these weapons together can fell the Chaos God. Seek the Lord of Godor Castle, for his family has long been entrusted with their location."

Wandering Monster: Orc



- Quest 8 -

Malediction of Darkness

"You've reached Castle Godor but I have terrible news: it would appear that a horrific curse has befallen this land and its people, including Lord Godor. Before he can tell you the locations of those three weapons needed to fell the Chaos God, you will need to break the curse. It is important that you not harm him, for if you kill him you will never learn the locations of those legendary weapons. You must instead slay the monsters controlling him. Only then will he be freed."

A There is a magical barrier preventing Heroes and monsters alike from passing these squares.

B A faint noise can be heard in this room. If a Hero searches for treasure in this room, he will instead find a lever below the rack. If he pulls the lever, the whole castle will shake, tremble, and then go quiet. The magical barrier described in A is removed.

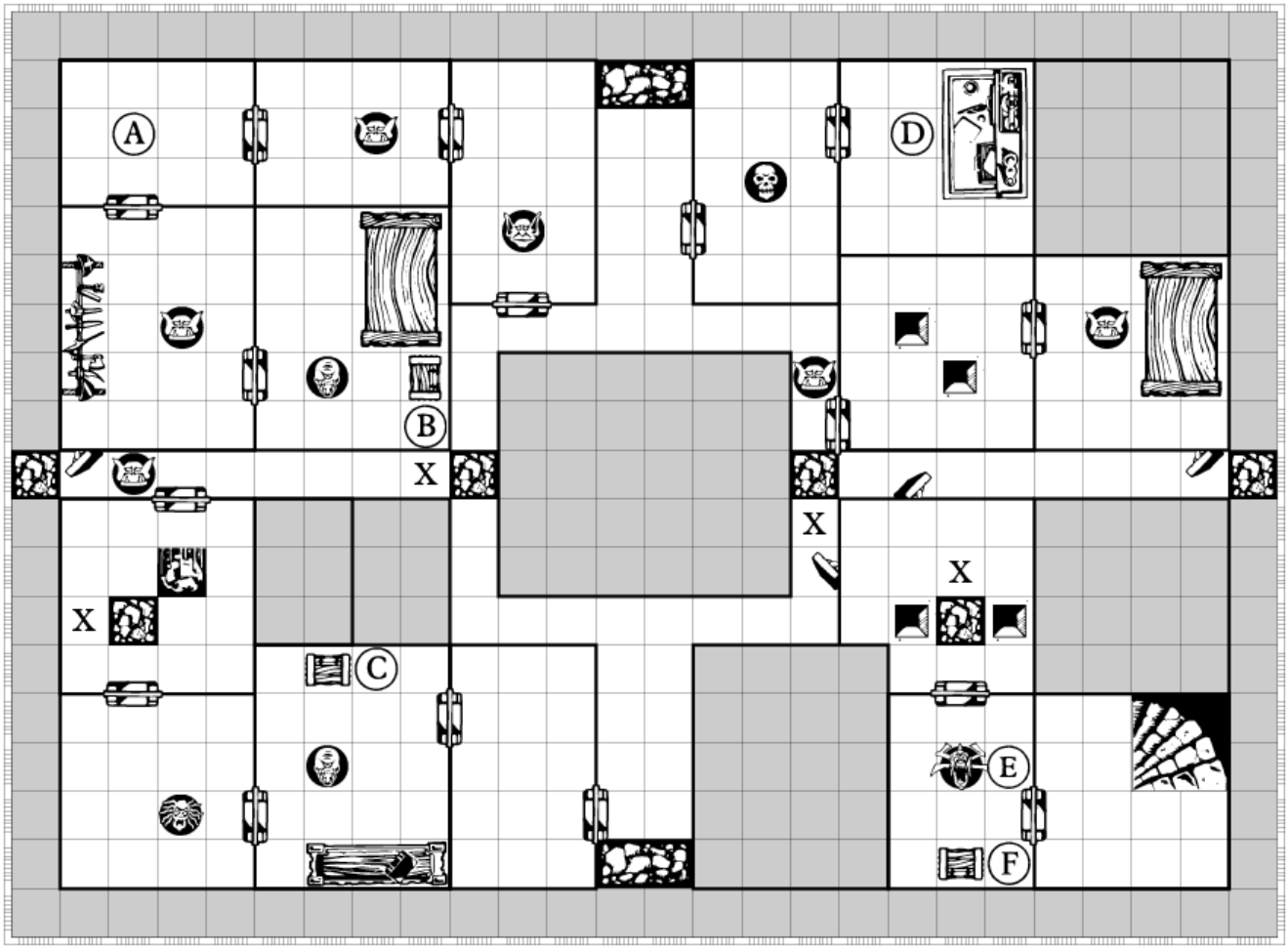
C These chests contain priceless heirlooms of the Godor family; it would be uncouth for the Heroes to take them.

D This is Lord Godor. He is under a curse and attacks with 2 Combat dice. He is unable to leave this room. Use the Chaos Warlock figure to represent him on the board.

E These four Chaos Warriors cannot move, but can attack and defend as normal. If all four are defeated, the curse will be lifted from Lord Godor and the monsters will flee the castle.

DEFEATING THE CHAOS WARRIORS: The Lord of Godor gives the Heroes the Flame Axe, one of the legendary weapons, but explains that the others have long ago fallen into enemy hands.

Wandering Monster: Orc



- Quest 9 -

Valor Valley

"My friends, you must now make your way from Castle Godor and across the land of Ricarm to Valor Valley, for Loretome tells that deep in that mysterious place exists a map detailing the locations of the legendary treasures. But beware! For Loretome speaks of a guardian, a fearsome Gargoyle known as Ginim, from whom spews a powerful curse which floods all of Valor Valley, affecting both mind and body. Those weak of mind may find the way quite difficult."

Due to the curse of Ginim, in this quest each Hero must roll the number of combat dice equal to his Mind Points at the start of each of his turns. If no White Shields are rolled, the Hero loses one Body Point.

Single blocks marked with an "X" are falling rock traps which have already been sprung and so should use the falling rock tile.

A This is the room in which the Heroes begin this quest.

B This treasure chest contains 100 gold coins.

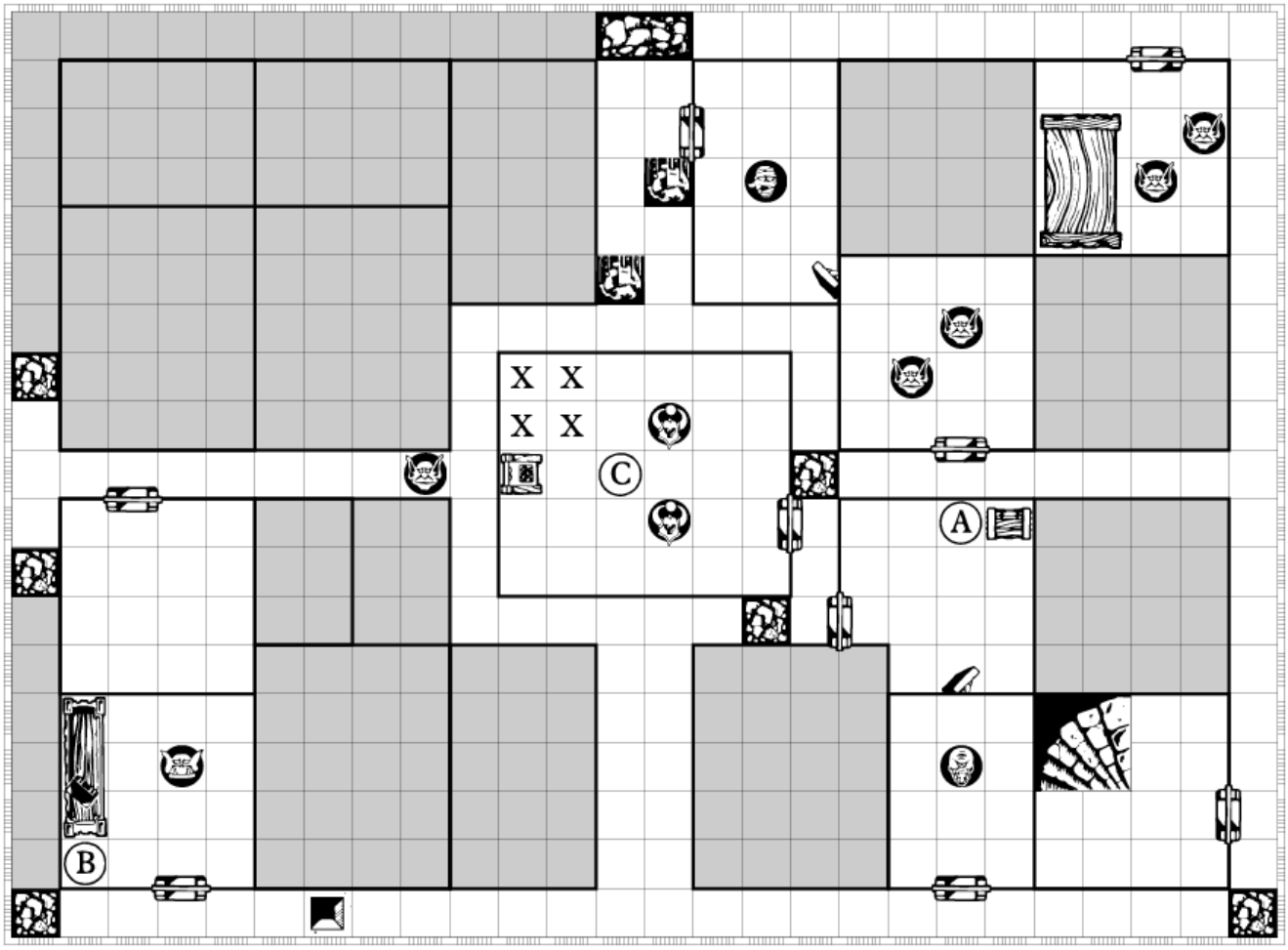
C This chest contains 100 gold coins.

D The first Hero to search for treasure in this room will find a gem in a drawer of the Alchemist's Bench. It is worth 200 gold coins.

E This is Ginim, whose stats are the same as a regular Gargoyle. Once he is defeated, the curse ends.

F Inside the chest is a timeworn map covered in gold dust. The gold dust is worth 300 gold coins. Having retrieved the map, the Heroes must now make their way to the stairway.

Wandering Monster: Fimir



- Quest 10 -

The Black Mountain

"Heroes, did you notice the five scratch marks on the map made by Ginim's claws? They seem to mark the locations of the five legendary treasures. As you can see, they mark Nifon Island, Godor, Black Mountain, Star Lake, and Nofin Island. Verily, these must be the secret hiding places of the legendary treasures. First, head to the Black Mountain. But take heed, for it is the home of Borough, the wizard responsible for the Chaos God Grimdead's resurrection."

A The first Hero to search for treasure will open the chest and become surrounded by a mysterious energy, restoring any lost Body Points.

B The first Hero to search for treasure in this room will discover a Potion of Healing on the bookshelf.

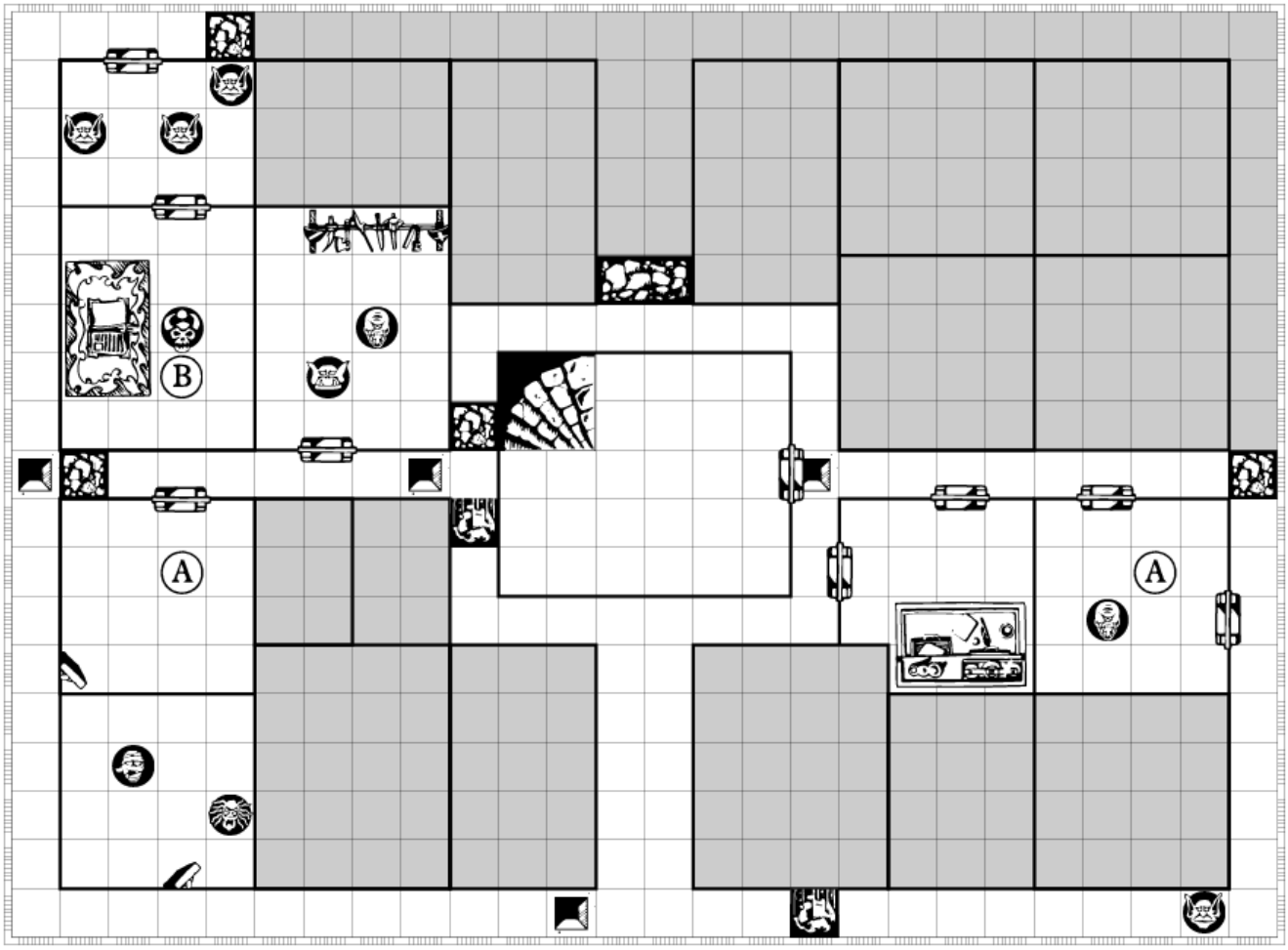
C This is Borough. Use the Chaos Warlock figure to represent him. He is determined to remain before his throne. Borough knows the following spells: **Ball of Flame** and **Firestorm**.

While he can cast only one spell per turn, he can reuse those same spells over and over again. Borough is immune to the Flame Axe and Fire Spells.

	Move	Attack	Defend	Body	Mind
Borough	6	4	4	5	6

When Borough is defeated, he shouts a spell and vanishes. The floor crumbles and collapses. Move the stairs tile to the four squares marked "X". The Quest is over when all of the Heroes have left the Quest by taking the stairs. The next quest follows on directly, so do not let the heroes rest or shop between quests!

Wandering Monster: Mummy



- Quest 11 -

Borough's Resistance

"I fear there is no time to rest, my friends. Whichever legendary treasure it is that dwells in the Black Mountain, you can be certain that the wizard Borough will protect it with his life. Descend, my friends, deep down into Borough's basement, the caverns far below the Black Mountain. But beware Borough. He now knows you are after the legendary treasure."

As the Heroes have not had a chance to rest, they begin this quest without recovering their lost Body Points. They will also not be able to visit the armoury until this quest is complete.

A The first Hero to search for treasure in this room will find a Potion of Healing.

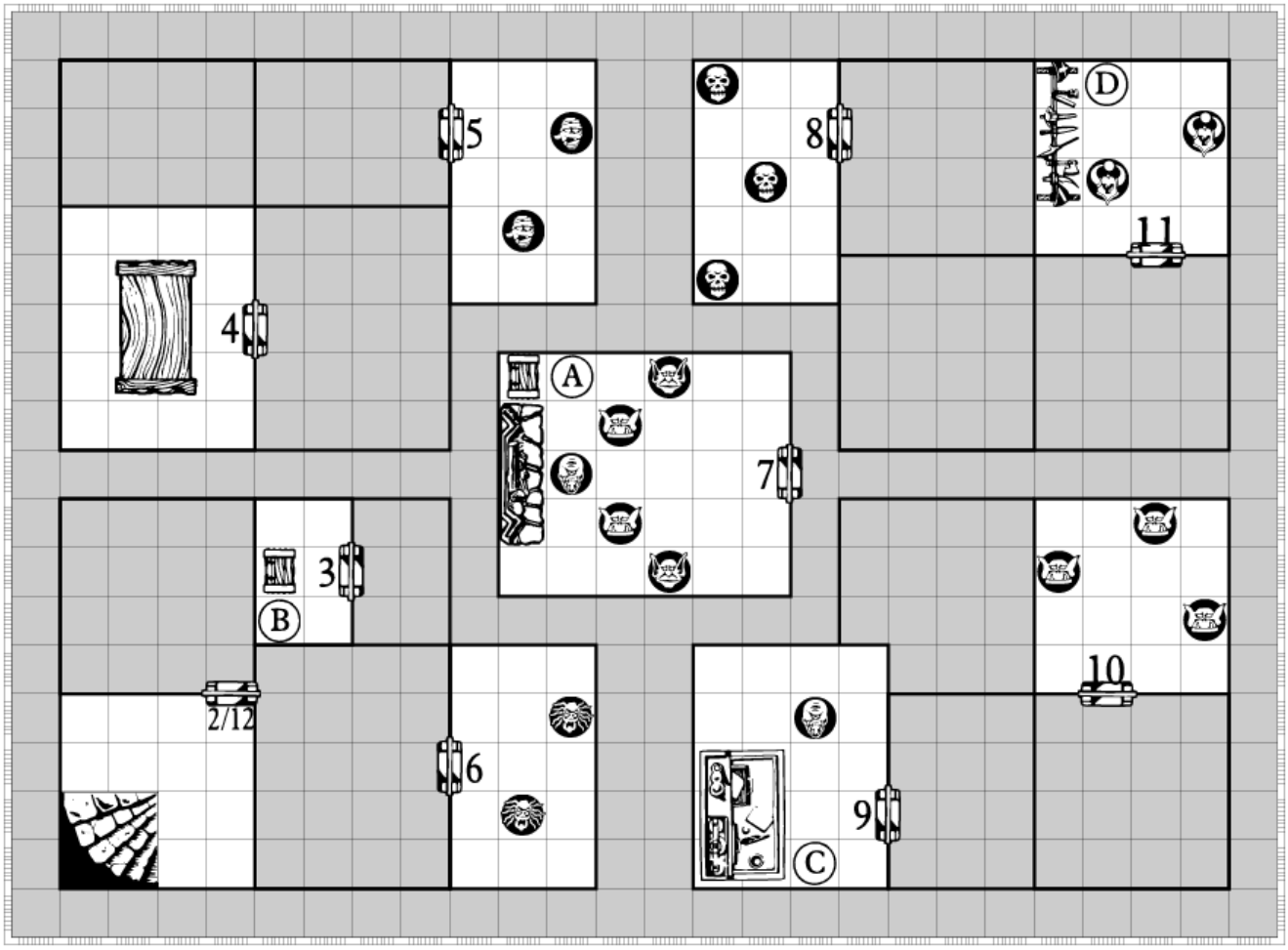
B This is Borough Use the Chaos Warlock to represent him. As he is wounded from the previous battle, his stats are as follows:

	Move	Attack	Defend	Body	Mind
Borough	4	3	3	3	4

Borough knows the following Chaos Spells: **Ball of Fire** and **Firestorm**. While he can cast only one spell per turn, he may cast these same spells again and again. He is immune to Fire Spells and the Flame Axe.

BOROUGH DEFEATED: The wizard Borough held one of the legendary treasures. Give the Staff of Memory Artefact card to the Hero who defeats Borough.

Wandering Monster: Mummy



- Quest 12 -

Mystery of Star Lake

"On the map of the legendary treasures you will see that one of Ginim's claw scratches mark a body of water known as Star Lake, so called due to its nearly perfect five-pointed shape. The locals say that this lake was carved by the hand of a god in times long gone. At the bank of one of its sides is an ancient staircase leading deep under the lake. It is here where the treasure must be, but go with caution, for it is said that the legendary wizard Ollar had a hand in the charms of this place."

As soon as a Hero moves through any door, he must stop immediately and roll two red dice. He will then be teleported to the square with the same number as the dice total. If that square is already occupied, he will land on the Hero or monster in the square. The landed-on Hero or monster will lose 1 Body Point, and if still alive, must roll two red dice to see where he/it is teleported. If the same square number is rolled roll again. The first teleported Hero remains on the square. Heroes may only pass through one door per turn!

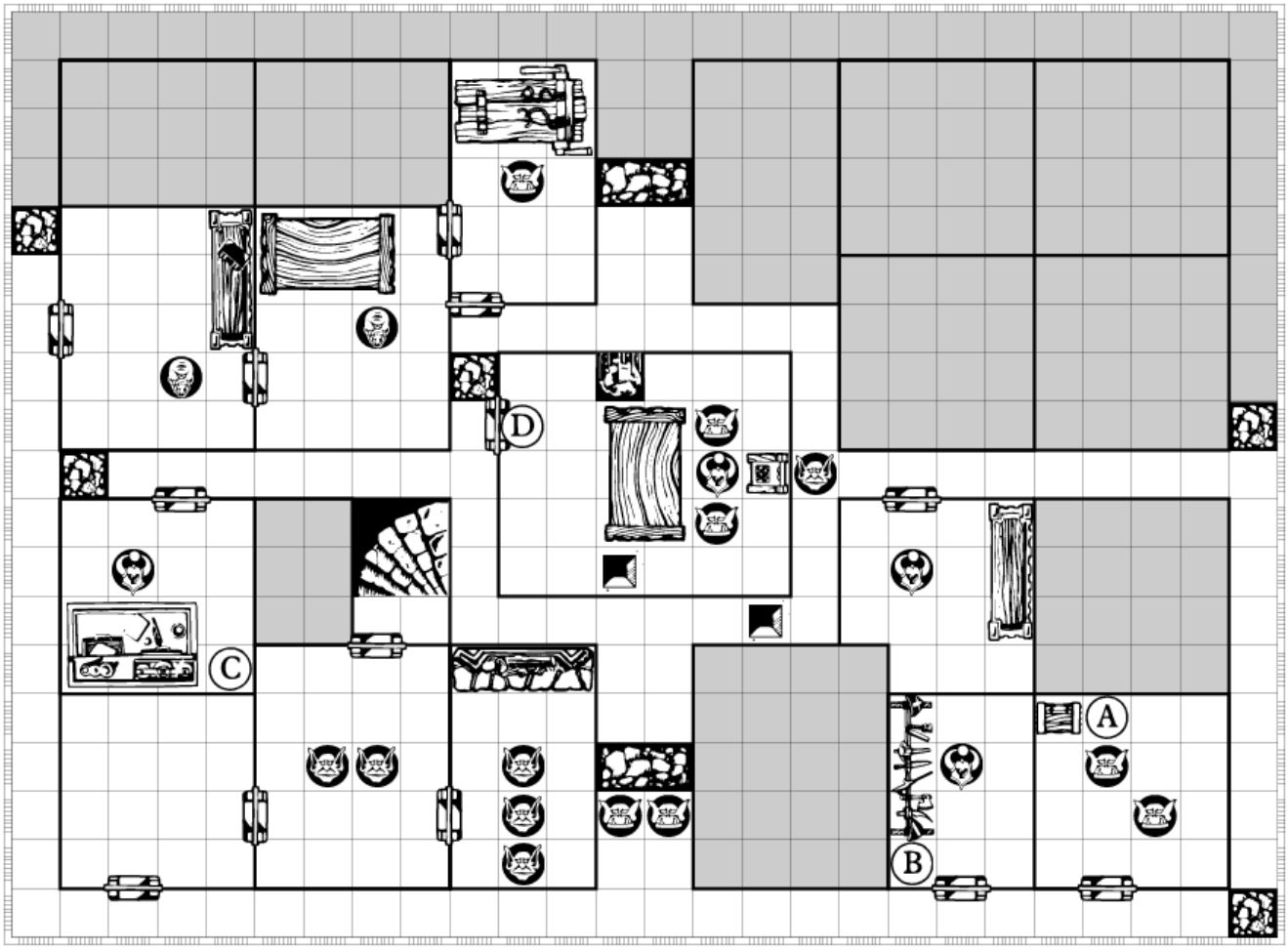
A The first Hero to search for treasure will find 200 gold coins in the chest.

B The first Hero to search for treasure will find 300 gold coins in the chest.

C The first Hero to search for treasure will find a gem in a drawer in the Alchemist's Bench, worth 500 gold coins.

D The first Hero to search for treasure in this room will find the legendary weapon known as the Silver Blade on the Weapons Rack.

Wandering Monster: Orc



- Quest 13 -

Temple of Ice

"At long last your journeys are nearing an end. You have but one last legendary weapon to locate. As you can see from Ginim's claw mark, that last treasure should be hidden on Nofin Island, sister island to Nifon. Already a colder climate than most, the sea surrounding Nofin Island has frozen over as of late. I fear this is linked to the rising power of the reviving Chaos God. The landscape of Nofin Island is dominated by the Temple of Ice. It is there where the final legendary treasure must lie."

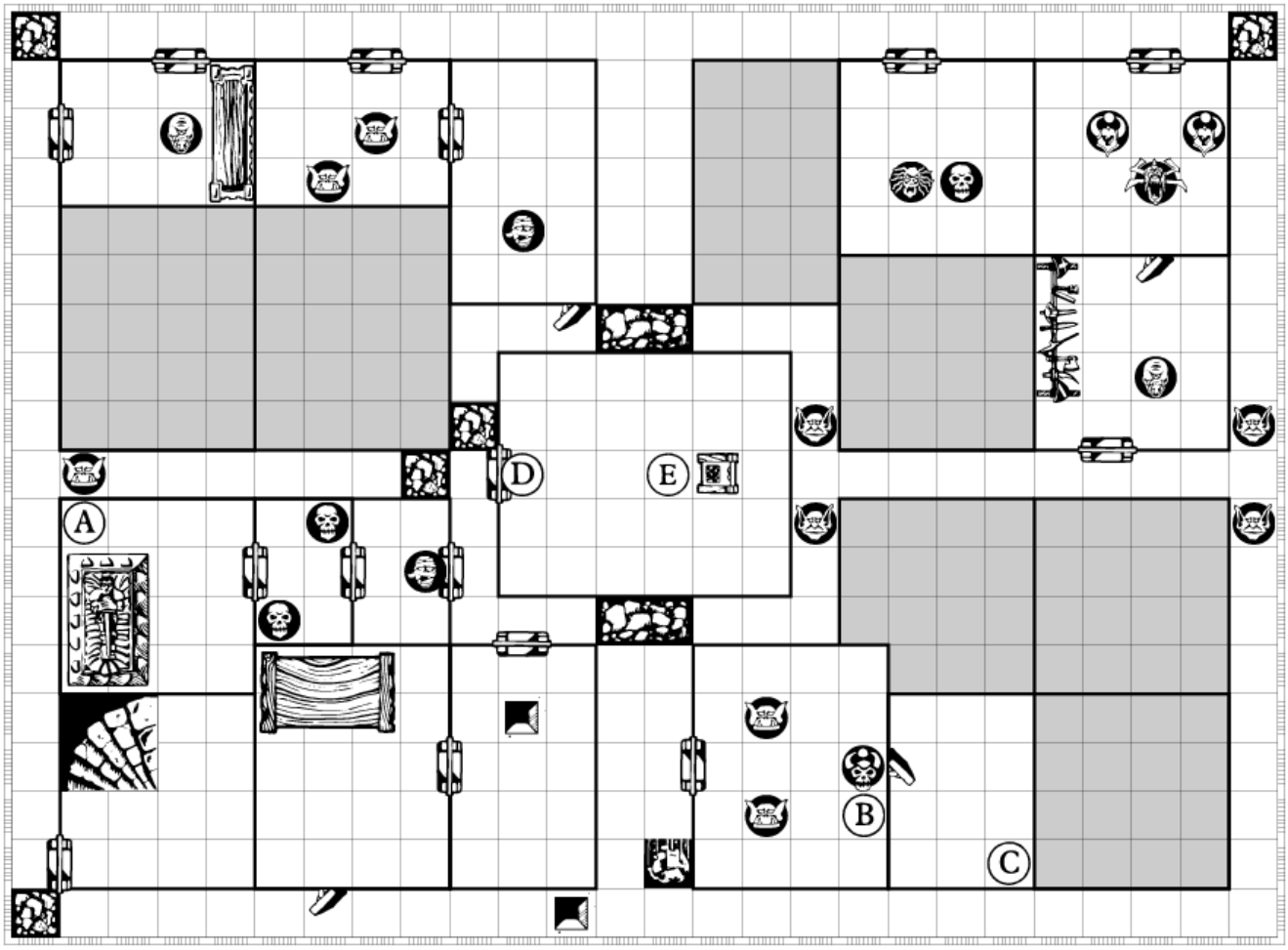
A The treasure chest is trapped. If a Hero opens the chest before searching for traps, he will be stuck by a poison needle and loses 1 BP. In addition, the poison paralyzes the Hero's body and he must skip his next turn, during which he also may not defend.

B The first Hero to search for treasure in this room will find an imitation of the Silver Blade on the Weapons Rack. The metal is too soft to be uses as a weapon, but it is worth 350 gold coins.

C The first Hero to search for treasure in this room will find 500 gold coins on the Alchemist's Bench.

D This Chaos Warrior holds the Freeze Bow. It use the bow to make ranged attacks with 4 Combat Dice. The Hero who defeats this Chaos Warrior will receive the Freeze Bow.

Wandering Monster: Chaos Warrior



- Quest 14 -

The Final Battle

"The time for the final battle is now! You have collected all of the legendary weapons, the only things in this world which can harm a Chaos God, even a weakened one. Should you fail to defeat Grimdead, the world will surely perish under his hand. Return now to Dread Castle and slay the Chaos God before he has a chance to return to full power. Good luck, Heroes!"

A The tomb of the Chaos God is empty.

B Use the Chaos Warlock to represent Grimdead. *"You fools dare return? You think mere mortals can harm a god? Come, feel the power of a Chaos God!"* Grimdead is immune to all spells and attacks except by these specific weapon causing at least 2 Body Points of damage in this specific order: Flame Axe, Freeze Bow, Silver Sword. If the sequence is broken or any one of those attacks results in less than 2 Body Points of damage, Grimdead remains immune. After a successful round, Grimdead will use the chaos Spell **Escape** and will later appear in the central room when its door is opened. He attacks twice per turn.

C The first Hero to search for treasure will find a key in the corner. This is the key which will unlock the central room.

D This door can only be opened by key from room C

E Grimdead's stats are the same as before. After two successful rounds, he is defeated, and vanishes in a puff of foul, black smoke.

	Move	Attack	Defend	Body	Mind
Grimdead	8	6	6	?	?

Wandering Monster: Chaos Warrior

"Congratulations, Heroes! 'You have not only saved the land of my friends but this entire world as well. Had Grimdead been allowed to regain his full power there would have been no stopping him, not even by Heroes such as yourselves. And had he re-gained his full power, his vengeance would have been fearsome, indeed I fear the world would have been consumed by his Chaotic wrath.

My friends, you have once again proved your-selves as true Heroes. And in thanks, the lords of the eastern empire have pooled together a reward of 500 gold coins for each of you for your efforts. It might not be much, but it is the most that this ravaged land can offer, so I hope you will take it in good faith to honour them.

I hear that Princess Miku herself was quite taken with each of you and has begged her father to offer her hand in marriage to any of you who might accept it, but worry not. I have assured the Lord of Nifon that you each are otherwise entangled back in your own homelands. Whether or not that is the truth is none of his concern.

While it would please me greatly to suggest that you take a well-deserved rest and enjoy the pleasures that the eastern empire has to offer in its times of peace, I cannot. The Emperor of our own land has asked that you make your sea voyage swiftly home to our western shores. It would appear he has some secret mission with which to entrust you brave Heroes. What it is he has not yet told me, nor has Loretome given me any clue as to its purpose, but I am sure once you have made your return I shall have the details of this secret mission for which to provide you.

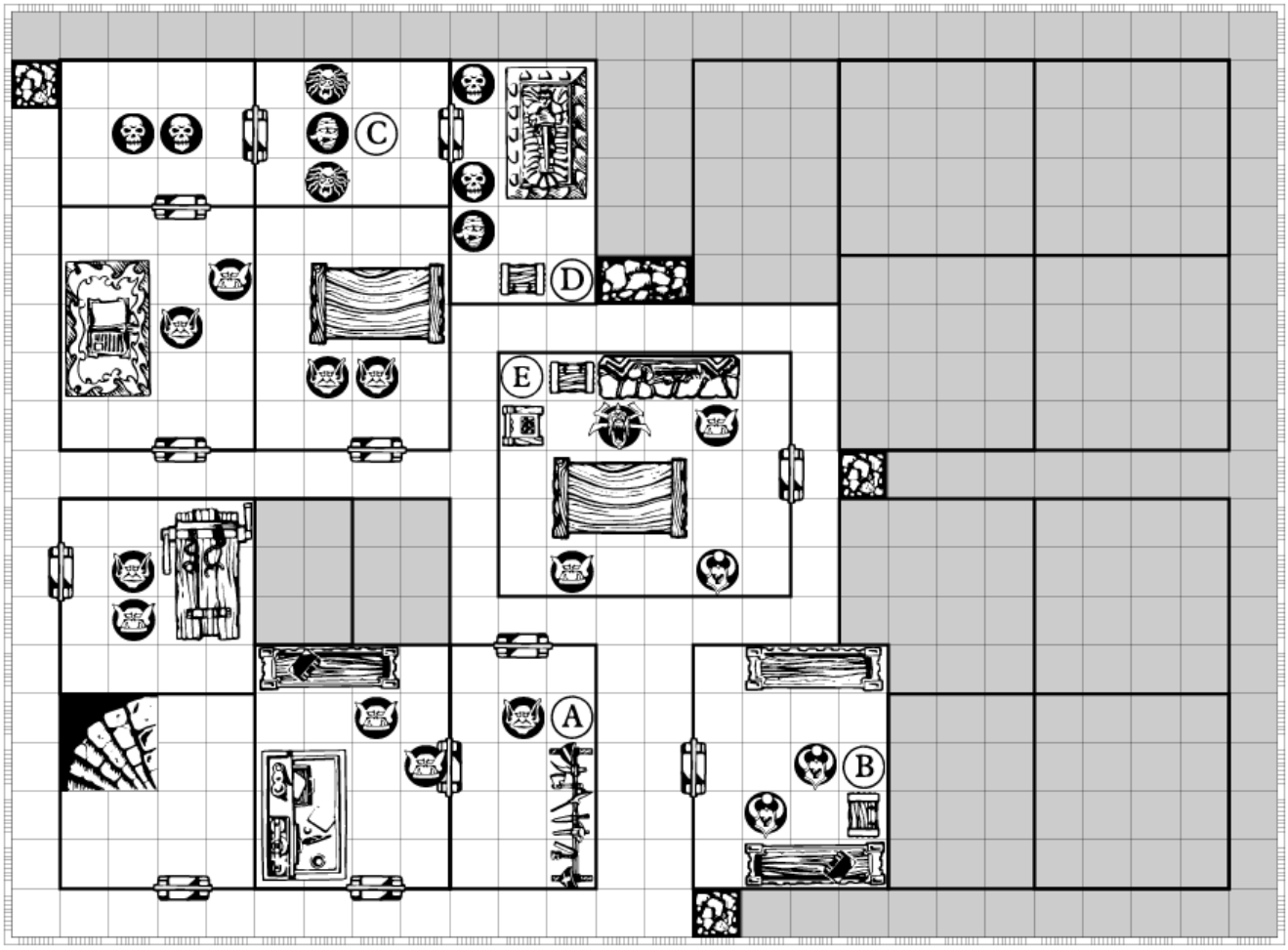
For now, rest as much as you may as you sail back to our Empire, my friends. I shall summon you on your return."

- *Mentor*

THE STAND ALONE QUESTS

The following quests (and mini campaigns) may be played as single adventures or as part of a campaign, in any order you wish.

THE TRIAL



The Trial

"You have learned well, my friends. Now has come the time of your first trial. You must first enter the catacombs which contain Fellmarg's Tomb. You must seek out and destroy Verag, a foul Gargoyle who hides in the catacombs. This Quest is not easy and you must work together in order to survive. This is your first step on the road to becoming true Heroes. Tread carefully my friends."

This quest can be used to replace the first quest of The Gathering Storm, as an optional alternative to The Maze.

A The weapons on this weapons rack are chipped, rusted and broken. There is nothing here that the Heroes would want.

B This treasure chest is empty.

C This Mummy is the Guardian of Fellmarg's Tomb and was once a mighty warrior. It rolls 4 dice instead of 3 when it attacks.

D The first Hero who searches for treasure will find 84 gold coins in this treasure chest.

E The first Hero who searches for treasure will find 120 gold coins in this treasure chest.

THE HALLS OF DURRAG-DOL

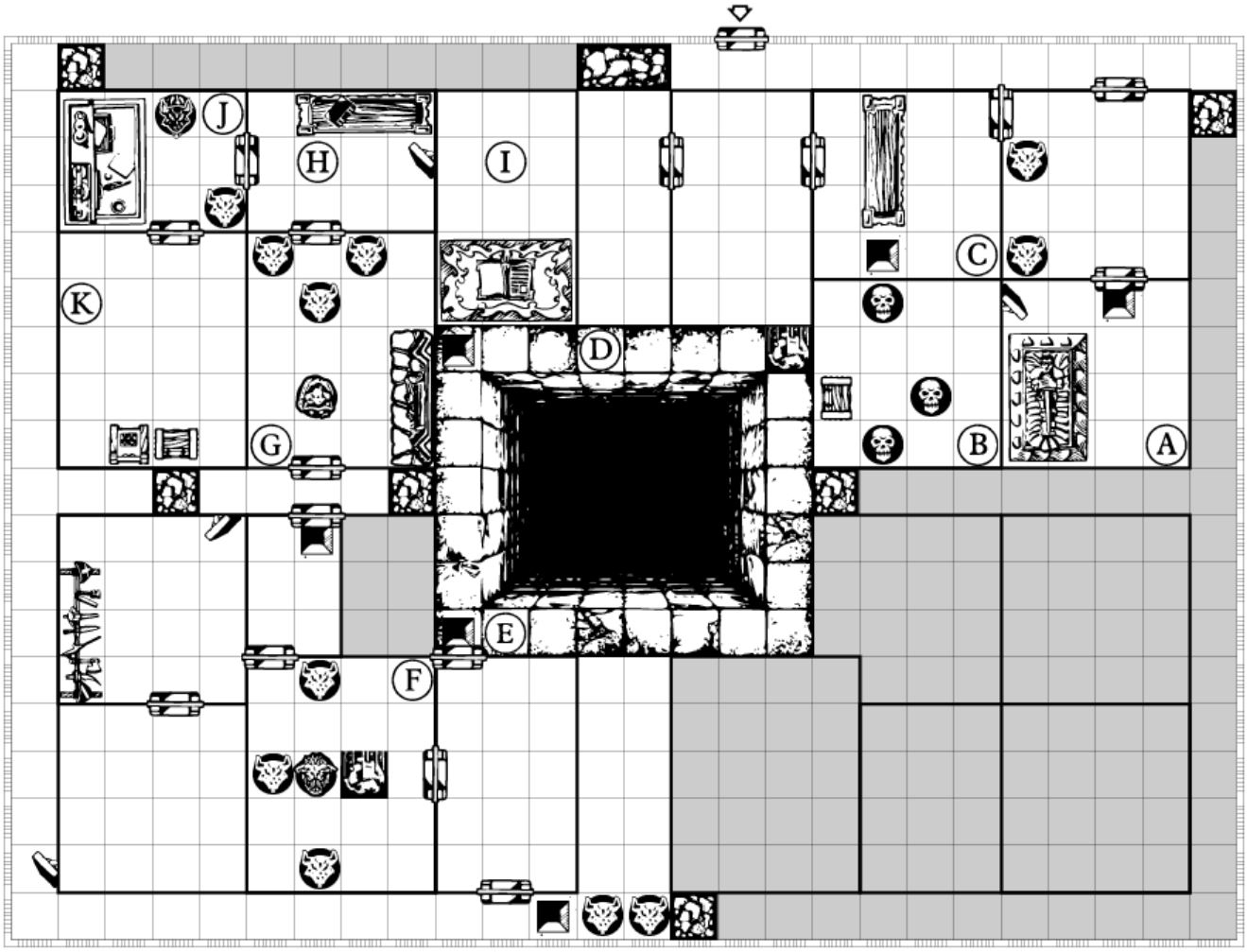
By Ken Rolston

First published in White Dwarf Magazine #134

In the First War, Dimrond-a-Durrag, Earl-King of Clan Durrag, was a mighty warrior in the armies which cast down Morcar, Lord of Chaos, and the Legions of the Black Banner. Dimrond and his clan perished in that great battle and were laid to rest in Durrag-Dol, Clan Durrag's home and hearth deep beneath the roots of the World's Edge Mountains.

Durrag-Dol now lies in ruins, occupied by the vile Skaven, ratman servants of the Lord of Chaos. 'You must go there and retrieve Dimrond's magical hammer, Sognirstane, and the other treasures of Durrag-Dol. If placed upon the Altar of the Living Ancestors in Durrag-Dol, the Clan Durrag treasures may be dedicated anew to the war against Dimrond's ancient enemy Morcar.

Sognirstane lies among the Earl-King's burial treasures. However, do not disturb Dimrond's remains! And if you take any treasure from Durrag-Dol without dedicating it on the Altar of the Living Ancestor, your Mentor warns, you risk the Curse of the Dwarven Ancestors.



NOTES

Any character that takes treasure from Durrag-Dol and has not first blessed it on the Altar of the Living Ancestor and dedicated it to the war against Morcar will suffer the Curse of the Dwarven Ancestors. The cursed character defends with one fewer defence dice than normal until treasure taken from Durrag-Dol is surrendered as an offering to the Avenging Ancestors of the Dwarves.

A Tomb of Dimrond-a-Durrag

The likeness of Dimrond is carved in stone upon the tomb. If a Hero opens the tomb to search, a Skeleton appears in a vacant square adjacent to the tomb.

B Secret Treasure Vault

The chest is trapped. Unless the trap is disarmed, anyone opening the chest will lose 1 body point. The chest contains 100 gold coins and Sognirstane (see the Artefact Card for details).

C The Rat Kennel

Place two rats on top of the cupboard. Any Hero that ends his move next to the cupboard is attacked by the rats with one attack die; the Hero may defend normally. The rats are too numerous to kill, they ignore any attacks.

D The Main Shaft

The large central room is the main shaft running down to the Dwarven workshops and mines. Explain to the players that there is no wall around the central room. Instead, they see a pit shaft dropping away into darkness. They can also see the two Skaven across the shaft. These Skaven may attack with their slings over the shaft.

E False Door Trap

This is a false door which cannot be opened.

F The Gauntlet

The Rat Ogre and Skaven know about the falling block trap and do not move into the trapped square.

G The Kinhearth

The fireplace is decorated with stone carvings of the Clan Durrag's exploits in the first great war against Morcar

H The Hall of the Ancestors

In the bookcase the characters find the chronicles and family records of the Durrag Clan. Bringing these records out of the Durrag-Dol to the Dwarf League earns a reward of 50 gold Coins.

I The Temple of the Living Ancestor

Heroes entering this room hear an eerie chorus of hoarse, whispering voices say, "Dedicate your treasure on this altar and receive our blessing." Any treasure taken from Durrag-Dol and not dedicated on this altar earns the Curse of the Dwarven Ancestors.

J The White Seer's Chamber

When a Hero enters this room, a globe of poison gas smashes to the floor, filling the room with an acidic, stinking green vapour. For three combat turns any creature in this room except the White Seer (who is immune to the poison) is attacked with one attack dice of poison in Morcar's turn. A rolled skull means the victim loses 1 body point; the victim cannot roll defence dice against this poison attack. The White Seer may also attack normally in each turn.

	Move	Attack	Defend	Body	Mind
White Seer	6	3	3	5	4

Instead of an action, the White Seer may take one spell at random from the Elf or Wizard if they are in line of sight. He may use the spell immediately, or save it for later.

K The Earl-King's Hall

The chest is magically locked and trapped. The trap cannot be disarmed or the lock opened by the Dwarf. Any Hero touching the chest receives a three dice attack against mind points - he may not roll defence dice. A Hero reduced to 0 mind points by this attack falls unconscious - he should then be removed from the board. A Hero seated in the Earl-Kings Throne and possessing Sognirstane can open the chest without triggering the trap. The chest contains 100 gold coins.

Wandering Monster: Skaven Warrior

THE EYES OF CHAOS

By Carl Sargent

First published in White Dwarf Magazine #145

Those who fell battling the forces of Chaos in the mountains bordering the Empire and the western land of Bretonnia are celebrated each year with a memorial service at their tombs, known as the Tombs of the Phalanx. This time, a force of Ogres ambushed and killed the mourners. Only one man survived, Pierre Chancier, and he begs the Heroes to rid the Tombs of the Ogres who slew his friends. However, all may not be as it seems. Old rumours tell of a force of Chaos magic below the Tombs, latent for many years. Has it been awoken? Surely something more intelligent than mere Ogres directed their cunning and lethal ambush. Within the Tombs, perhaps some of the dead have stirred with the dire magic deep below them. Who can say? The mystery is for the Heroes to solve. However, they must not rob any Tombs within the dungeons, for this would surely bring a powerful curse down upon them.

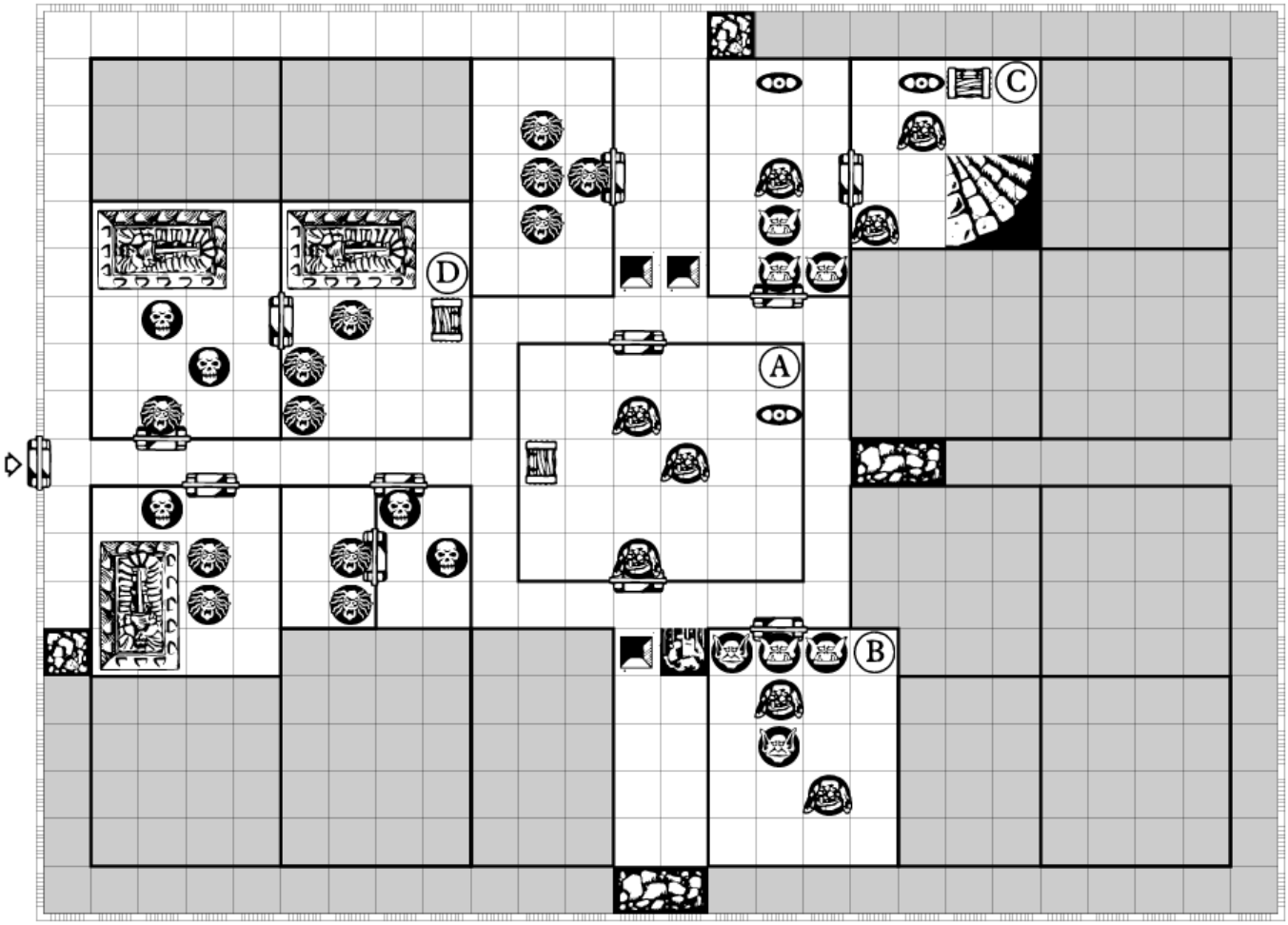
PIERRE CHANCIER

Pierre Chancier is a Bretonnian knight who will accompany the Heroes if they want him to. In any event, he will lead them to the entrance to the Tombs of the Phalanx.

	Move	Attack	Defend	Body	Mind
Pierre Chancier	Throw 2 Red Dice	2	2	5	3

THE EYES OF CHAOS

These powerful emanations of evil magic may affect the Wizard or Elf Heroes during the Quest. Whenever the Heroes enter a room, roll a normal dice. If you roll 1, 2 or 3, the Wizard Hero must give up one of his spell cards. If you roll a 4, the Elf Hero must give up one of his spell cards. If you roll a 5 or 6, there is no special effect. If an affected Wizard or Elf has no spell cards left, he is unaffected. The player of the Hero may choose which spell he will give up. Some Eyes of Chaos have special effects which are described for particular rooms. Eyes of Chaos appear as small green glowing skulls floating in mid-air, with brilliant red eyes. They disappear in a puff of smoke when they have 'stolen a spell' from a Hero.



- Part 1 -

The Outer Tombs

Pierre Chancier accompanies the heroes on their journey to the Vault Mountains and guides them to the entrance to the tombs. The heroes should enter in single file through the doorway marked on the left-hand edge of the map. Pierre tells them that there are stairs down to the lower catacombs but he doesn't know their location.

THE CURSE

If a Hero opens a tomb, trying to steal from it, he is struck by a curse and loses 1 body point permanently until the Quest is completed. If he loses all his body points through curses, he immediately turns into a Zombie and is played by the Evil Wizard player!

A OGRE GROUP

Instead of stealing a spell, the Eye of Chaos here makes the Ogres more powerful. All Ogres in this room attack with 1 extra Combat Dice.

B OGRE AND GOBLINS

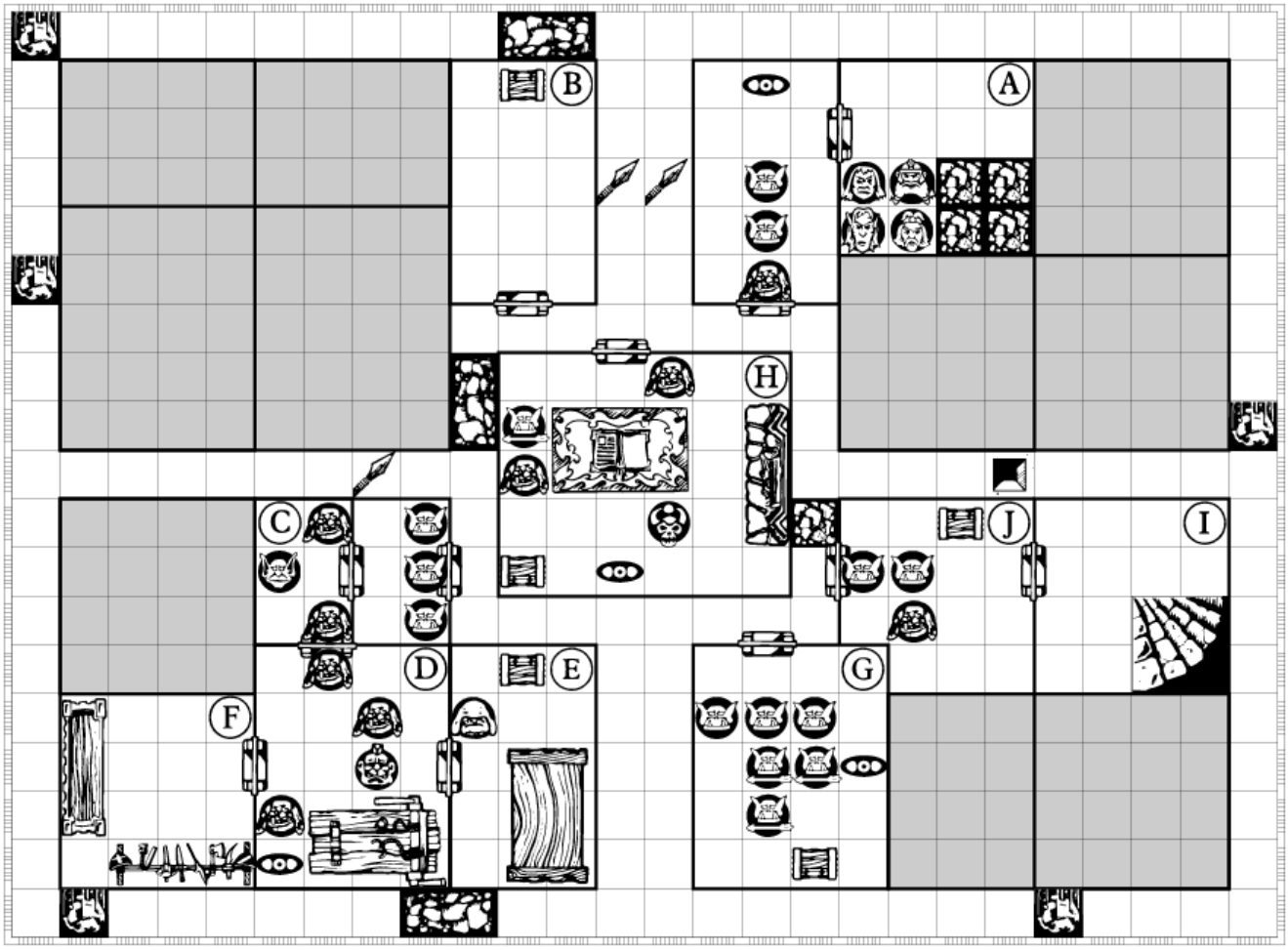
The Goblins here are armed with crossbows. Unfortunately, they're shoddy goblin crossbows and are so badly made that they cannot be used by the Heroes, They do allow the Goblins to roll 3 attack dice, however.

C ENTRY TO THE DEEP CATACOMBS

The Heroes are allowed to draw two Treasure cards when they open the Treasure Chest here. However, when they open it, a cloud of smoky gas instantaneously fills the room and each Hero must roll one combat dice. If he fails to roll a shield, he loses a body point. The cloud clears just as swiftly, and the Heroes see a Troll standing in the room, ready to attack them!

The steps down to the next dungeon level are dangerous and trapped in their own right. As the Heroes descend the steps, Falling Blocks drop from the ceiling behind them and start to roll down the steps after them! The Heroes have to run before the heavy fall of rocks. Each Hero must roll his standard 2 Move dice twice to get two numbers (between 2 and 12). Any roll of two dice totalling 6 or below is a failure and the Hero is hit by Falling Blocks as per the normal trap. If both rolls are failed, he is hit twice! After the Heroes reach the bottom of the steps, they are trapped in the lower level, since the rock fall completely blocks the steps back up. They have to find the only other way out of the dungeon!

Wandering Monster: Goblin



- Part 2 -

The Deep Catacombs

A ENTRY ROOM

The Heroes begin their exploration of the catacombs in this room. The rock filled area represents the trapped staircase that has just collapsed behind them.

B FALSE CHEST TRAP

This trap has been left for the unwary! As soon as the lid is opened, the door to this room shuts automatically and is jammed. Stinking, reeking acid fumes cloud into the room from a huge smashed glass vial within the chest. To break down the door, the Heroes must smash it and roll a total of three or more skulls on attack dice. Each time they are unsuccessful or fail to do anything, any Hero inside the room loses 1 body point automatically.

C OGRE GUARDS

The Goblin here carries a crossbow and so rolls 3 attack dice, but the crossbow is so badly made that no Hero would be able to use it.

D THE OGRE CHIEFTAIN AND HORDE

The Ogre Chieftain in this room has a glowing red sword which flashes light in the same way as the Eye of Chaos. Until he is killed, the Ogre Chieftain may re-roll any one combat dice (attack or defence) of the Evil Wizard player's choice from his full set of rolls. The Eye of Chaos may also steal' a spell from a Wizard or Elf Hero in the normal way. The

E TREASURE ROOM

The huge, ugly Ogre who fights in this room is the Ogre Chieftain's trusted Lieutenant. The Treasure Chest here allows the Heroes to draw two treasure cards, and also allows the Wizard or Elf Hero to take one spell card of his own choice because a magical scroll is among the treasures (from his own set of spells; if he hasn't cast any spells yet, he doesn't get this), Lastly, this Chest contains a huge Brass Key, which is the only way to open the door to Room H

F STORE ROOM

This room contains all kinds of mildewed stores hoarded by the Ogres- spare clubs, rocks, rancid meat, mouldy cheeses, sacks of rubbish and the like. If the Cupboard is opened, it triggers a Spear trap from inside it. The Spear trap is spring-loaded and the Hero opening the Cupboard must roll two combat dice and lose 1 body point for each skull rolled. Inside the Cupboard is a bag with 80 gold crowns. The Weapon Rack contains a Spear which may be taken and used by the Heroes.

G ORC NEST

The three Orcs behind the front three all have crossbows from which they fire red-tipped crossbow bolts. The tips glow in the same way as the Eye of Chaos does. The Eye of Chaos here doesn't steal any spells, but it adds 1 to the attack dice total for Orcs using crossbows within this room.

Wandering Monster: Roll a Red Dice. On a 6 an Ogre appears, otherwise an Orc

H LAIR OF THE CHAOS SORCEROR

This is the evil genius who is behind the Ogres! The elements of the room are:

THE CHAOS SORCERER

Each time a spell is cast against him, roll two combat dice. If the Chaos Sorcerer rolls a shield on either dice, the spell does not affect him. The Chaos Sorcerer has the **Ball of Flame**, **Firestorm**, **Fear** and **Summon Greenskins** spells. He also has a bottle of a magical green liquid which he can drink, instead of attacking, at any time. Drinking this allows him to recover 3 body points.

	Move	Attack	Defend	Body	Mind
Chaos Sorcerer	8	4	4	5	4

THE EYE OF CHAOS

The Eye of Chaos here blinks and glows brightly during the whole combat. It adds 1 to the defence dice total for all evil creatures here for the first three rounds of combat, then disappears in a puff of smoke and the fire in the Fireplace flares brightly.

THE TREASURE CHEST

This allows the Heroes to draw 3 treasure cards, and ignore any Wandering Monster results.

THE FIREPLACE

The magical fire glows brightly hot, and hanging above it is a magical Fire Ruby on a chain. It can be taken by any Hero, but the Hero loses 2 body points from heat damage. The Fire Ruby is worth 200 gold crowns.

As soon as the Chaos Sorcerer is killed, the entire room shakes slightly and begins to vibrate. Half a dozen small Eyes of Chaos appear in the room and look about them. They begin slowly to move towards the Heroes. Allow the Heroes time to search the Chest, and then they must run (make this clear to them). Rocks begin to fall from the ceiling. The place is falling apart! Little sparks and buzzes of Chaotic magic begin to fly everywhere. The Heroes may now enter up to two rooms they haven't entered before this place collapses completely and kills them all!

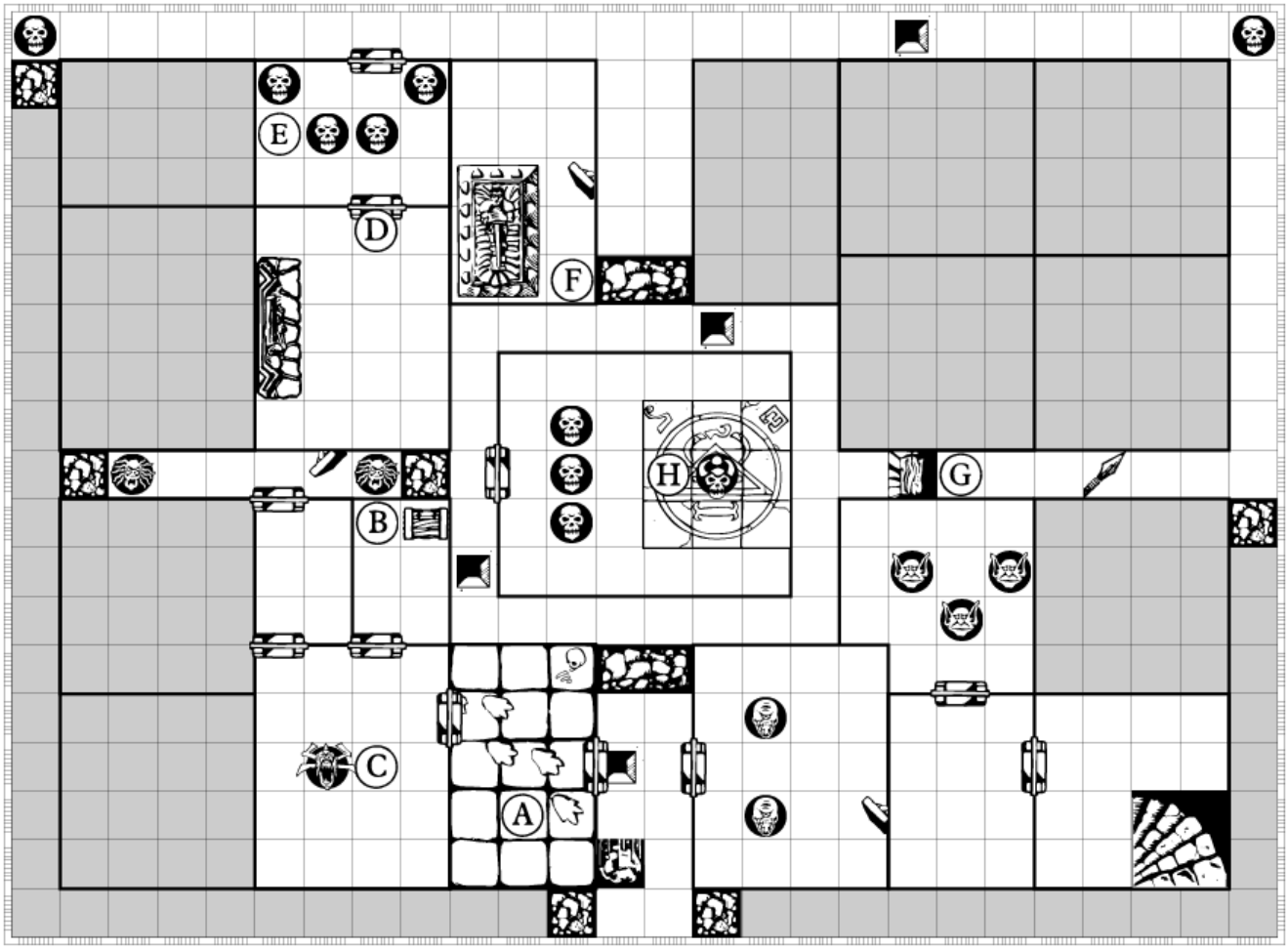
I EXIT

This bare room contains the only set of steps out, which lead to safe haven back in the mountains after a secret trap door at the top of the stairs is lifted open.

REVENGE OF THE WEATHER MAGE

By Ken & Jo Walton

First published in Heroquest – A Marvel Winter Special



Revenge of the Weather Mage

"Many years ago, my friends, the 'Keep of the 'Windmaker was inhabited by a 'Wise 'Weather-'Wizard, Gwynt. The evil sorcerer, Erongil Corpsemaster, came to his castle one day and tried to persuade him to join the cause of Chaos. 'When he refused, Erongil killed him and took the keep. 'You must free the 'Keep from Erongil and his creations, so that Gwynt's soul can rest in peace. So speaks, Mentor"

The wandering monsters in this quest are Death Reapers. Use the skeleton miniatures to represent them. When a Death Reaper appears the air goes cold around it. Any character hit by a Death Reaper risks being frozen, Roll 1 Combat Die. If you roll a Black Shield, you are frozen. At the start of your turn, roll 1 Combat Die again. If you roll a White Shield you are thawed out and are free to move once more. They have the following characteristics:

	Move	Attack	Defend	Body	Mind
Death Reaper	8	3	3	3	0

A This room contains and enchanted blizzard. At the beginning of their turn, anyone in the room will take 1 Body Point of damage from frostbite. The snow is blowing too thickly for anyone to search for anything.

B This chest contains 100 gold coins.

C The gargoyle in this room is an Ice Gargoyle. Fire spells do double normal damage to this creature. It has the following characteristics:

	Move	Attack	Defend	Body	Mind
Ice Gargoyle	6	6	5	6	4

D This is a Fire Door. Anyone passing through it loses 1 Body Point.

E All the skeletons in this room are Death Reapers.

Wandering Monster: Death Reaper

F This is the Tomb of Gwynt. If anyone enters the room before Erongil has been killed, the ghost of an old man will appear and say *"Beware, no magic can cross the Circle of Power".* If anyone enters the room after Erongil has been killed, the ghost will $*say "You have done well. Look beneath the tomb, and you will find your reward."* A Search for Treasure (after Gwynt has said this, but not otherwise) will reveal 500 Gold Coins.

G This is a fiery chasm. Anyone attempting to cross must roll one Combat Die. If he gets a Skull, the player falls into the Chasm, but manages to hang on by his fingertips. The player loses one Body Point. It is impossible to climb out unaided. For each round the Player remains in the Chasm, he loses 1 Body Point. The Player must be rescued by another player standing in a square next to the Chasm. If he states that he is rescuing the one in the Chasm, he must back one square to allow room for the rescued player's figure.

H Erongil the Sorcerer is here, standing in the middle of the Circle of Power tile. As long as he stays in the Circle, no magic can harm him. If a player attempts to cast a spell on him (or anyone else in the Circle) the Spell Card will be lost and nothing will happen. Also, no magic weapons or items can enter the Circle. (e.g. the Spirit Blade). Any player attempting to enter the Circle with a magic item will find it falls to the floor behind him.

Erongil has the following characteristics:

	Move	Attack	Defend	Body	Mind
Erongil	4	2	6	5	4

He is wearing magical armour, which will protect him while alive, but will crumble to dust as soon as he is killed. Also he has the ability to summon 1 undead creature per round. Roll 1 die. Erongil will summon the following:
1-2 Zombie
3-4 Skeleton
5-6 Mummy
The Undead creature can be placed on any empty square in the room that Erongil is in.

A GROWL OF THUNDER

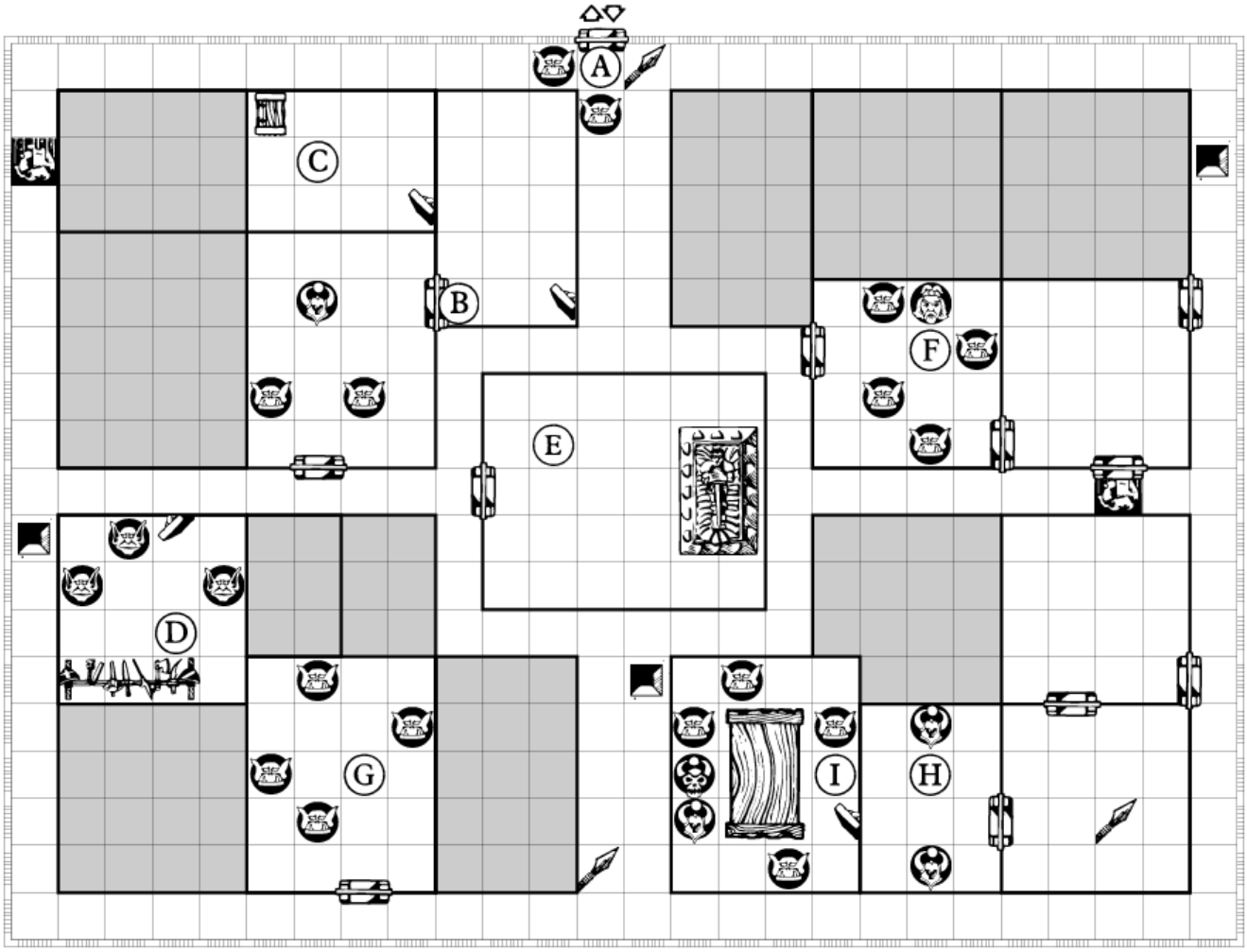
A SOLO QUEST FOR THE BARBARIAN

First published in the novel The Tyrant's Tomb by Dave Morris

'You have travelled far and wide, seeking adventure in all corners of the world, but it is always the wild heaths and tangled pine forests of your Norscan land where you are really at home. One day, returning to visit your tribe, you are alarmed by a smell of wood-smoke in the cold air. Hurrying over the next bluff, your worst fears are confirmed: the great stave-hall of your people is engulfed in flames! 'You race to the hall and help your clan-cousins drag survivors out of the burning wreckage. Old Thidrand, your father's steward, stands coughing. He is blackened in soot and his face is raw with burns, but he is trying to get back into the burning hall. "The lord is still in there!" he wails. 'You dive through the doors without hesitation and battle through the heat and smoke until you catch sight of your father, Lord Thunrir. He is pinned by a smouldering timber beam that has fallen across his legs. 'With every ounce of strength, you heft the beam up and drag him clear. Straight away you can see that he is not long for this world. Gazing up at you with stern eyes, he says, "It was the orcs of Stalac Tor. They attacked without warning, having used fell sorcery to blind our sentries. 'You must avenge your people – and more than that, you must recover the three sacred treasures of the Thunder God which the orcs have stolen!"

Those are his last words in this world. 'You waste no time on lamentation. Leaving the women and the wounded to bury the dead, you take up your weapons and set out across the moors to the ancient mound where the orcs have their lair. Soon you see it looming ahead. The wind whips your cloak behind you, making you look like an avenging demon in the blood- drenched sunset.

'You stride towards the mound.



A In the north side of the mound is the door that leads into the orcs' lair. Note that the two orc sentries in the entrance passage are aware of the spear trap directly beside the doorway.

B As the Barbarian approaches the door in the south-west corner of the room he will hear the guttural speech of orcs from the other side, answered by a deep voice which rings with an eerie metallic echo.

C The chest here contains a magical belt with a buckle in the shape of a thunderbolt. This is the Thunder God's Belt, the first of the three stolen treasures of the Thunder God. See the Artefact Card for details.

D These three goblins are part of the retinue of Balor (see room I) and have been told to wait here while he consults with the orc chieftains. They are guarding the weapons rack, which contains the second of the stolen treasures: the Thunder God's Gloves. See the Artefact Card for details.

E This is the central chamber of the mound, which was originally the burial mound of Grashlŷg, an ancient orc warlord. The orcs know better than to enter this chamber, since the act of opening the door will awaken Grashlŷg as an undead wight (use the mummy figure):

	Move	Attack	Defend	Body	Mind
Grashlŷg	4	4	4	3	3

Once awake, Grashlŷg will stalk through the mound attacking anyone who gets in his path friend or foe!

F These four orcs are savagely beating a human Wizard whom they've captured. If the Barbarian keeps the orcs busy for three consecutive turns, this gives the Wizard a chance to recover and join in. This Wizard (whose name is Balash) has already used some spells but still has those of Water and Earth. He has the normal attribute values of a player wizard.

G This is where the orcs sleep, and these four are slumbering contentedly having just returned from torching the stave-hall of the Barbarian's tribe. Each needs to roll a six at the start of their turn to wake up, or will wake up instantly if attacked. (Their clothing still smells of smoke and there is dried human blood on their axes, so the Barbarian should be in no doubt what they've been up to.)

H These two Chaos warriors are the honour guard of Balor the Chaos sorcerer, and bear his personal coat-of-arms on their shields: four serpents intertwining to form an eight-pointed star.

I Balor the Chaos sorcerer is deep in discussion with the elders of the orc tribe. On the table in front of them is Thor's Hammer, the third of the stolen treasures. The orcs summoned Balor here to give him the hammer (hopefully for a lavish reward of gold) so that he could take it back to his dread master Morcar. But they have a problem: no-one has been able to move the hammer since it was brought back here. What they haven't yet realized is that only someone wearing the Thunder God's gloves (room D) can lift the hammer. If the Barbarian has these, he will be able to snatch up the hammer and use it himself. As soon as he does this, sparks of lightning shoot from the hammer to strike the orcs, killing them instantly. Balor, though, is made of sterner stuff:

	Move	Attack	Defend	Body	Mind
Balor	7	5	4	4	4

Draw three random Chaos spells for Balor. He may cast these on his turn instead of attacking.

If the Barbarian is successful in slaying Balor and returning the three sacred artefacts to the exit read aloud the following:

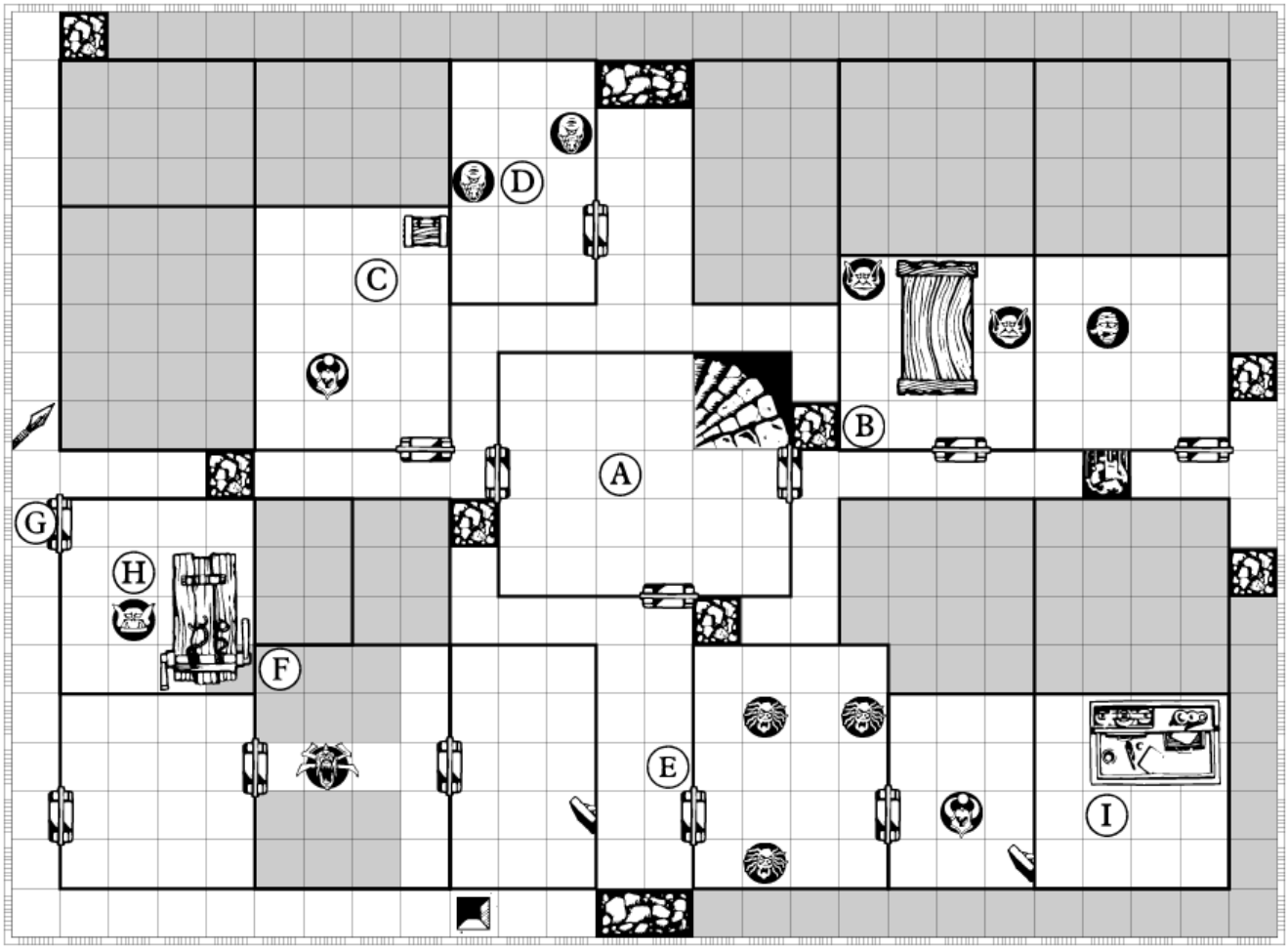
The Barbarian returns to his tribe with the three sacred treasures. Nothing can restore the slain to life, but at least they can rest with honour now. The Barbarian is the new chieftain, and under his direction the task of rebuilding the hall begins

Presented to Duke Otto von Siert on the
The Lands and Tribes of
The Uncivilised North
2522nd Year of the Empire of Sigmar.
North of here lie the Dreaded Chaos Wastes
THE SEA OF CHAOS
THE FROZEN SEA
VARGS
KRAKA ORNSMOTEK
AESLINGS
KRAKA DORDEN
GRAELINGS
NORSCA
KRAKA DRAK
SARLS
KRAKA RAVNVAKE
SJOKTRAKEN
BJORNLINGS
BAERSONLINGS
SKAELINGS
TROLL COUNTRY
THE SEA OF CLAWS
PRAAG
THE SEA OF CHAOS
SALZENMUND
ERENGRAD
KISLEV
My Lord von Siert, the chart you now hold has been the hardest commission to date. Securing accurate information regarding the lands of the Northmen has been all but impossible; however, as you suspected, Gardrinsson has proved most resourceful. He managed to obtain charts siting Kraka Drak and three smaller Holds, along with a Norse Dwarf port, Sjoktraken. The other details have been determined from two Elven maps I acquired whilst visiting Marienburg and the testimony of several Norse immigrants. I hope the result fulfils your curiosity sufficiently. Your servant, Matthais Thornhauser
100 200 300 400 500 600 700 800 900 1000 1100 1200 1300 1400 1500 1600 1700 1800 1900 2000 2100

RUNNING THE GAUNTLET

A SOLO QUEST FOR THE WIZARD

First published in the novel The Screaming Spectre by Dave Morris



'You have been shipwrecked while crossing the Sea of Claws. 'Battered and half-drowned, you found yourself seized and brought to a gilded palace of great marble domes and towers. There you were nursed back to health, but despite the luxury of your surroundings you began to feel uneasy. 'Rather than being an honoured guest, it was as though you were being fattened for the kill. Today your hosts came to you. They are tall men in long silk robes. From their lead-coloured skin and yellow eyes you suspect them to be Cabiri, a sorcerously powerful race descended from a union between men and sea-nymphs in ancient times. The Cabiri lords escort you to a stairway winding down into the labyrinth beneath their city. 'By telepathy they speak to you: ''Below lies a great treasure, the 'Wand of Galimnatias, a mighty wizard of ages past. Find it and return here. Then you will have proved your power as a wizard and you will be free to leave our shores.''

A The room has three doors, each bearing an inscription:
The door in the west wall reads: VXU.
The one in the south reads: VJSII.
The one in the east reads: UPI.
Some code perhaps?

B Two goblins sit at dinner, stirring a bowl in which float steaming human hearts. The item they are using to stir this gruesome feast is a finely-wrought artefact covered with runes. If the adventurer thinks to examine this, he discovers it to be a Wand of Recall.

C Fog swirls around the floor of this dank chamber as the Chaos warrior strides forth. If he is defeated, the adventurer can examine the treasure chest in the corner: it contains one hundred gold pieces.

D These two fimir are squatting on the ground playing knuckle-bones, and it will take them one turn to react to the adventurer's appearance (getting up, grabbing their axes, etc), during which time he could either prepare for battle or turn and flee. If the fimir are defeated, the adventurer can take the twenty-five gold pieces they were gambling with.

E Chiselled into the flagstones of the floor here is the following inscription:
PORT
PUX
STARBOARD
MEVIS

F This room consists of a ledge leading out on to a narrow stone bridge (one square wide) across a bottomless pit. (Use cards to mark off the area of the pit.) The gargoyle in the middle of the bridge will posture and growl, but will not actually move to attack until the adventurer either (i) attacks it with spells or (ii) steps on to the bridge himself.

G Tell the adventurer that the door here is unusually low and narrow - a human being could get through it, but a large monster such as a gargoyle or Chaos warrior could not.

H This is a torture-chamber where an orc is stretching a barbarian on a rack. (Remember that the gargoyle, if in pursuit, cannot get in through the door.) If the adventurer kills the orc, he has the option of releasing the barbarian. The barbarian will say nothing unless he is released, at which point he will announce that he is Munzuk the Hun, and he now owes the adventurer his life. Use the barbarian figure for Munzuk. He will accompany the adventurer as a comrade and fight for him. However, after any battle in which he loses at least one Body Point he will demand a payment of fifty gold pieces, otherwise he wanders off.

I Here, amid the clutter on the bench, lies the Wand of Galimatias. Immediately upon taking up this item, the adventurer recovers all the spells he has used so far in his quest through the labyrinth. The Wand also gives a bonus of two Mind Points.

Aftermath

The Wizard can return to the surface (possibly with the barbarian Munzuk in tow) where the Cabiri lords await him. If he is tempted to keep the Wand rather than hand it over, advise him that the Cabiri have a fearsome reputation for sorcery. If he still insists on keeping the Wand, fight the battle using the central chamber of the HeroQuest board. The Cabiri lords' characteristics are:

	Move	Attack	Defend	Body	Mind
Cabiri Lord	6	1	2	4	4

FIRST CABIRI Has all AIR spells.
SECOND CABIRI Has all WATER spells.
THIRD CABIRI Has all FIRE spells.
FOURTH CABIRI Has all EARTH spells.

THE INN OF CHAOS

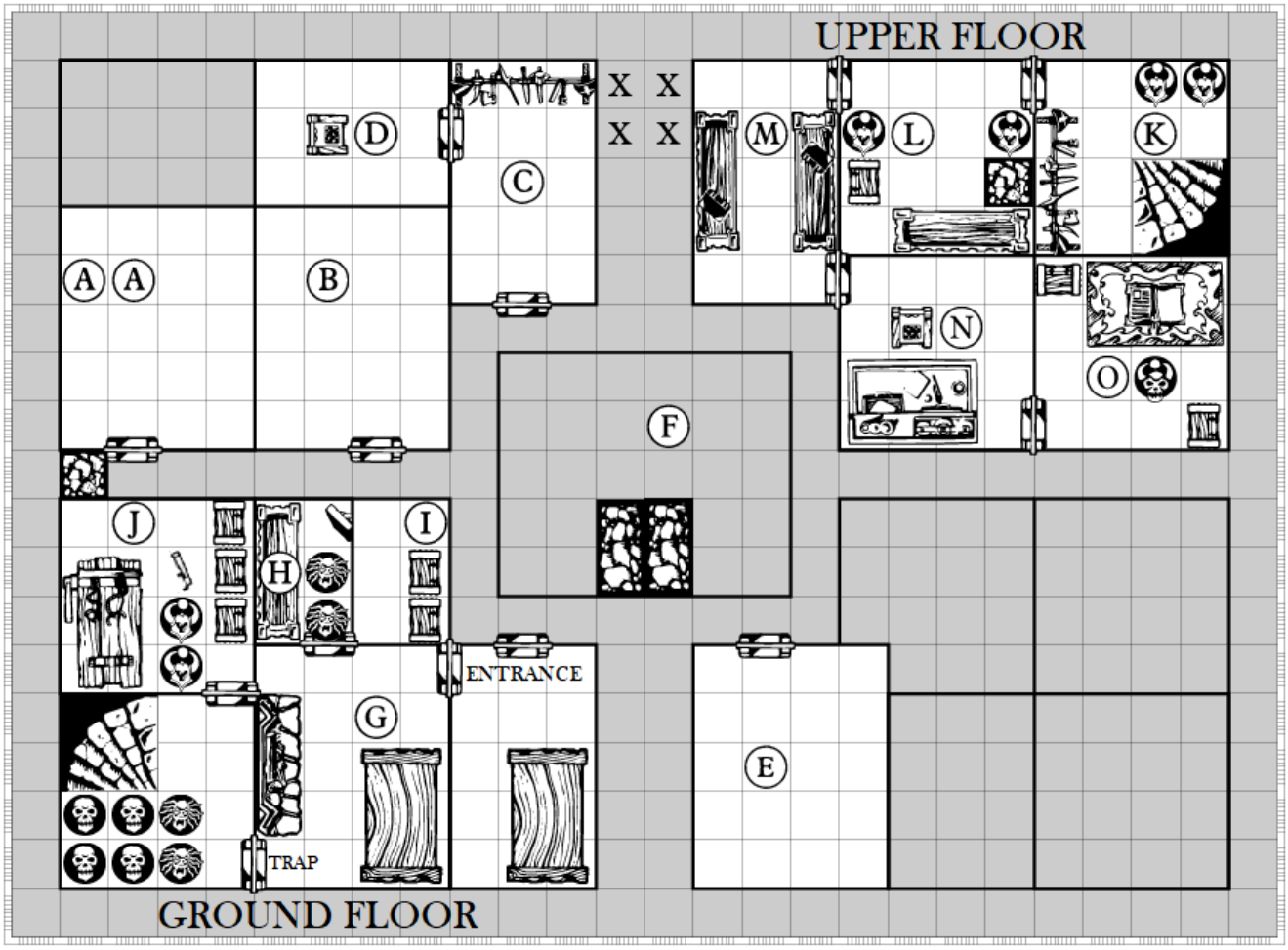
By Greg Fewer

First published in Adventures Unlimited Magazine #5

After five days of marching, your band of Heroes happily sight the Inn of the 'Weary Traveller, an isolated building on the foothills of a mountainous region at least one week's march from the nearest human settlement. It is the only place where travellers may rest in comfort on their way through this region and the inn is renowned for its good food and service. Smoke rises welcomingly from its central chimney. 'You are all tired from your travels and look forward to a good hot meal, some drinks and a comfortable night's sleep in a bed.

'Your happiness soon turns to a sense of unease as you move closer to the inn. 'No sound can be heard in its vicinity, whether made by birds, animals or people – there is not even any wind! Close to the inn are some wooden outbuildings and a walled pond with a stone jetty. The inn itself rises for two storeys and is built with strong stone walls and a tiled roof with only one stout wooden door at the ground floor level. This is a building meant not only to withstand the harsh winter weather but also to throw back a modest assault by some of the lesser monsters spawned by Chaos. The door however is wide open...

Just three days earlier, a Chaos Sorcerer pretending to be a travelling merchant and accompanied by six henchmen (actually Chaos 'Warriors) gained entrance to the inn and murdered the innkeeper and his wife. The Chaos Sorcerer turned the bodies of the innkeeper, his wife, their daughter and a servant into zombies. He then animated four human skeletons from bones which he had previously dug up in a distant graveyard. These eight monsters form the beginnings of an undead army which the Chaos Sorcerer wishes to build in order for him to rule the surrounding territory for himself. The Chaos Sorcerer and his minions are now lying in wait for the Heroes whom they have spotted walking towards the inn....



SETTING UP THE MAP

Unlike other Quests, this adventure does not take place in a dungeon. The Inn is a two story building in a clear yard. The grey areas on the map are outdoors; ignore all walls in those areas. When the Heroes move upstairs, set up the upper floor in the top right area of the board. The Heroes begin on the ground floor squares marked with X

OUTSIDE

A and **B** Stables

There are no living animals inside but the bodies of two horses have been skinned and cut up for food.

C Tool Shed

The tool rack (use a weapon rack piece for this on the board) contains a pitchfork which can be used by the Heroes as if it were a spear.

D Out House

This is a very smelly room with a woodworm-infested toilet in the middle of it. If a Hero sits on the seat, it collapses into the pit below; treat it as a pit trap.

E Walled Garden

This contains a few rows of cultivated vegetables and fruit- bearing plants which were used by the innkeeper and his wife to cook meals for visiting travellers.

F Pond

Use rubble counters to indicate the area of the jetty. The pond is full of fish which were bred by the innkeeper as food.

THE INN: GROUND FLOOR

G Magic trap

A roaring fire burns in the large fireplace in one side of the room. When a hero steps on the square just in front of the door beside the fireplace, the entrance door to the inn magically slams shut while the doors to the rooms containing the zombies and the skeletons open. These monsters will attack the Heroes during the Evil Wizard Player's turn. Only the Wizard or the Elf Hero will discover the existence of the trap if either searches for traps in the room.

H Store Room

The cupboard contains forty bottles of wine worth 1 Gold Coin each and four casks of strong beer each with a value of 5 Gold Coins.

I Concealed Room

The first chest contains twenty-one bottles filled with liquid. If the Heroes examine each bottle more closely, twenty of them will be found to contain wine while the other holds a magical green potion. Instead of attacking, a Hero who drinks from this bottle during combat will regain up to three body points. This bottle will only be found if the Heroes examine all the bottles in the chest. The bottles of wine are worth I Gold Coin each while the potion (if not used by the Heroes) is worth 50 Gold Coins.

J Rack

The two Chaos Warriors here are trying to turn an old bed into a torture rack. One of its levers still has to be put on before the rack will work (place one of the levers of the rack on the floor of the room to show this). Also in the room are three chests, one of which contains treasure, while the other two hold different types of food such as salted meat and apples.

Wandering Monster: Magic Skull – See Quest Notes

THE INN: THE UPPER FLOOR

K Weapon Rack

This holds two spears which may be used by the Heroes.

L Guard Room

The cupboard contains old and worn backpacks and sacking used by the Chaos Sorcerer and the Chaos Warriors while travelling. A pouch containing 10 gold coins lies amongst them.

M Chaos Sorcerer's Library

Place two skulls on the top of each bookcase. Any Hero who searches for treasure in this room will be attacked (on the Evil Wizard Player's turn) by a number of magical skulls which keep appearing and disappearing. These skulls attack with two dice (the Heroes may defend normally) but are either too numerous, or disappear too quickly, to kill. Heroes can only evade them by leaving the room. However, the skulls will not follow the Heroes out of the room. Heroes will find the following treasure just before the skulls attack. The treasure includes a bottle of clear liquid which is marked as a Potion of Resilience. There is also an old dusty scroll of parchment which has the spell Swift Wind written upon it.

N Chaos Sorceror's Study

If the table is searched, a sheet of parchment will be found with the following words written on it:

Undead Army List of Recruits
No. 1. Skeleton from a graveyard.
No. 2. Another skeleton from a graveyard.
No. 3. Yet another skeleton from a graveyard.
No. 4. Another skeleton.
No. 5. The innkeeper.
No. 6. The innkeeper's wife.
No. 7. The innkeeper's daughter.
No. 8. The innkeeper's servant.
No. 9. A wizard.
No. 10. A dwarf.
No. 11. An elf.
No. 12. A barbarian.

The ink used for the last four lines is not yet dry.

O Chaos Sorceror's Lair

The Chaos Sorcerer has a set of the three Fire Spells and a set of the three Earth Spells. The Chaos Sorcerer will concentrate on using the Fire Spells first during combat. If, however, he has been wounded so that he only has 1 Body point left, he will cast Pass through Rock before walking through the wall towards the stairs leading down to the ground floor. The entrance door on the ground floor will open automatically for the Chaos Sorcerer and will remain open for the duration of the game. Once outside, the Chaos Sorcerer will attempt to flee from the vicinity of the inn. He will be considered to have escaped if he is able to walk further than the edge of the board. The Chaos Sorcerer carries the Talisman of Raise Dead which allows him to turn corpses into zombies. This is the objective for this adventure. As it is an evil magic item, it should either be destroyed or handed over to Mentor.

	Move	Attack	Defend	Body	Mind
Chaos Sorcerer	8	3*	3*	5	4

*When fighting in the room with the Sorcerer s Table, he attacks and defends with four combat dice (whether in normal combat or whenever spells are cast), while each Hero rolls one die less. This effect is caused by the evil magic power radiating from the Sorcerer's Table.

The Sorcerer's Table This is carved with pictures of evil gods and monsters and was transported here by the Chaos Warriors from the mountains where the stone had been mined. Its magical power will disappear if the table is broken thereby re-opening the entrance door on the ground floor. A throw of three skulls on the attack dice arc needed to break the table. When this happens, a bright green flash will light up the room temporarily blinding the Heroes for 1-6 turns (roll a normal die for each Hero to see how long they are individually blinded)

Treasure Chests One of these contains robes and vestments belonging to the Chaos Sorcerer. The other contains 200 Gold Coins.

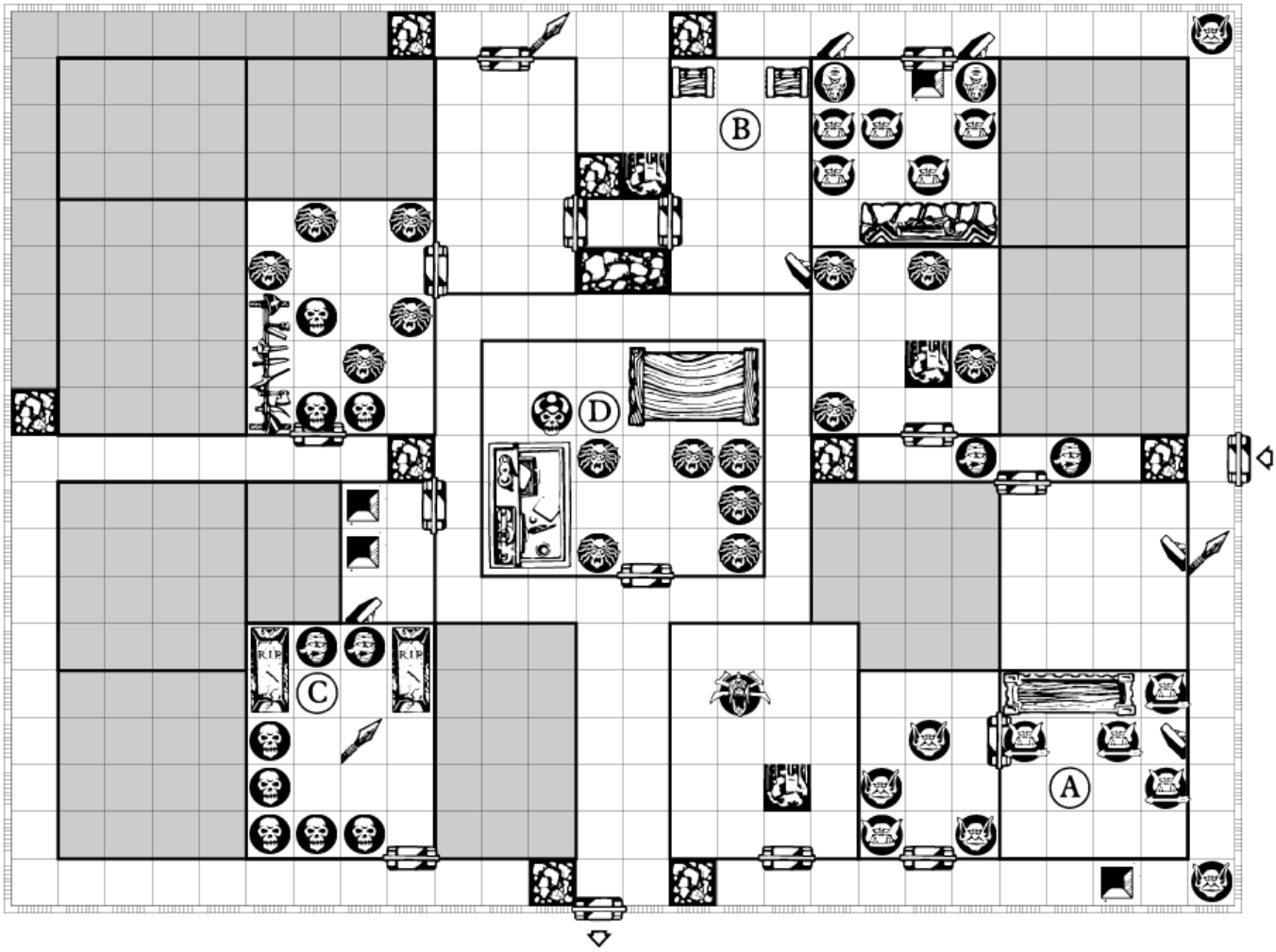
Wandering Monsters

Any wandering monsters met by the Heroes will be a Magical Skull which will remain in the room that it appears in, unless it is killed.

	Move	Attack	Defend	Body	Mind
Magic Skull	6	2	2	1	0

THE PLAGUE OF ZOMBIES

Recreated from the Adventure Design Kit box by Slev and Phoenix



The Plague of Zombies

"The peaceful farmlands of the Empire have been disturbed by a growing tide of attacks by undead creatures. The source of this evil is in a series of caves in the highlands. Now you must enter the caverns to find and destroy the source of this evil undead plague."

The increase in undead activity is due to a Chaos Sorcerer known as the Deathmaster. He has learned many powerful spells allowing him to raise and control the dead, and plans to use these to damage the food sources of the accursed Emperor's armies. The Deathmaster's power is spread throughout the caverns and therefore if any living creature (i.e. not a Zombie, Skeleton or Mummy) is killed in the caves, Morcar may replace it with an active Zombie or Skeleton figure. This includes the Heroes and any Mercenaries. Any Undead which are killed remain dead.

A These four Orcs have Crossbows, giving them a ranged Attack Dice of 3.

B No traps will be found in this room. If the left-hand Chest is opened, the Hero will be teleported into room C. The Chests contain a vial of Holy Water and 50 Gold Crowns.

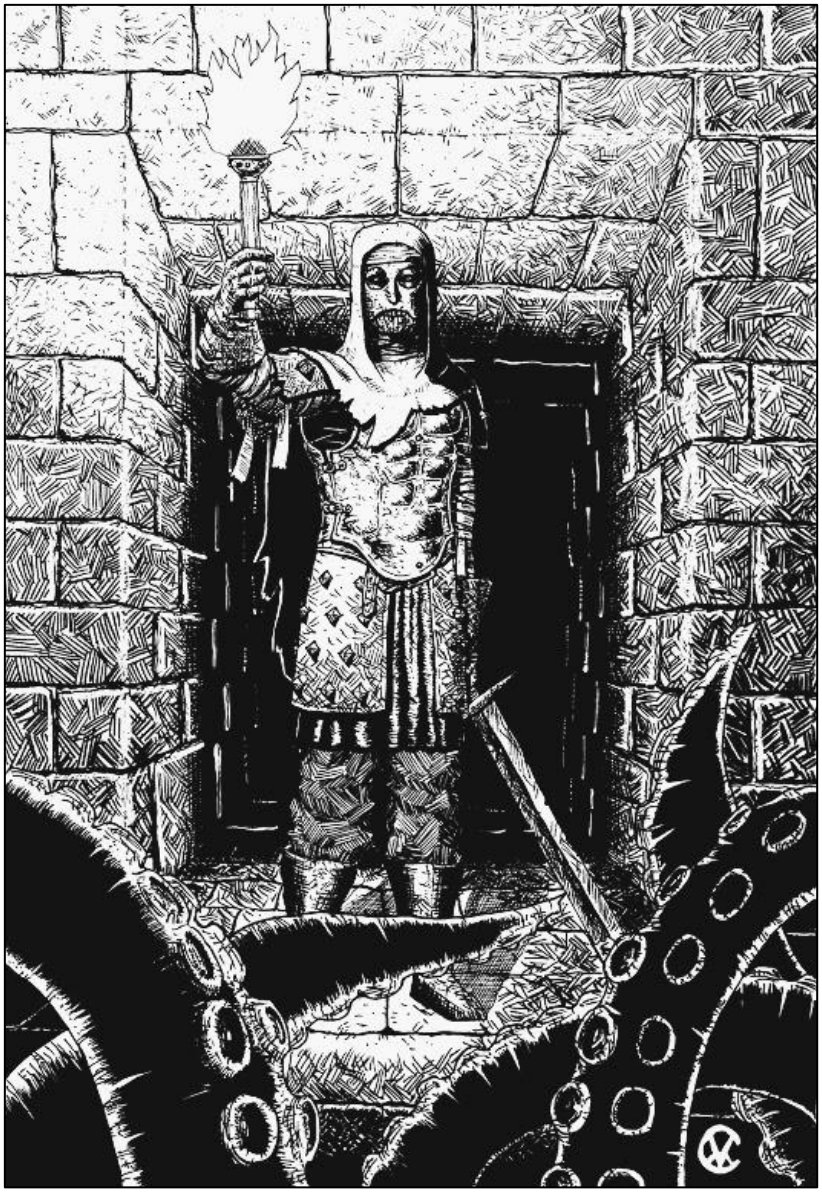
C The Hero that opened the chest in room 'B' will be transported here.

D This is the Deathmaster. He has the following stats:

	Move	Attack	Defend	Body	Mind
Deathmaster	6	4	4	3	3

He also knows the following Chaos Spells: **Reanimation, Command, Dominate, Summon Undead**.

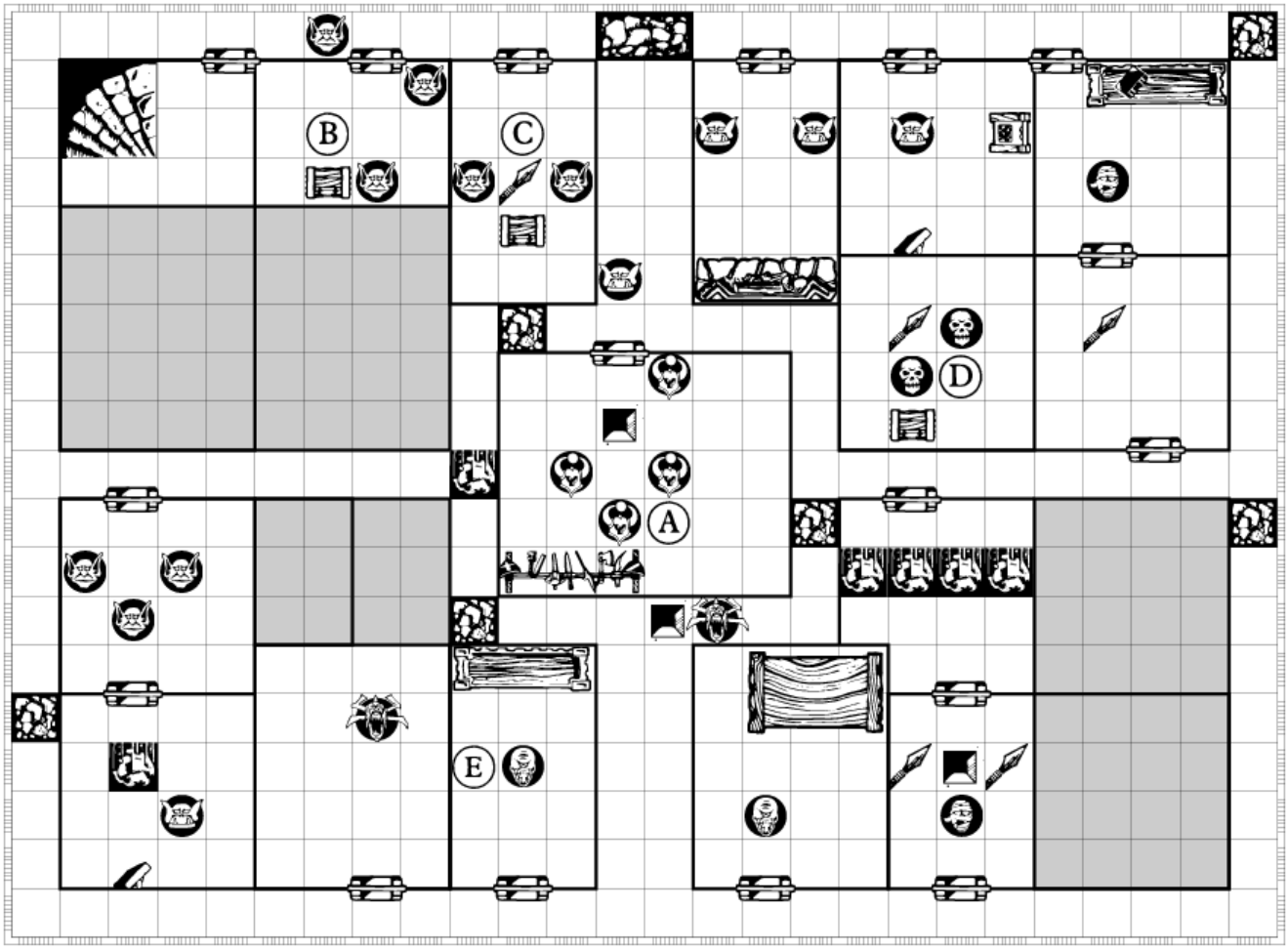
Wandering Monster: Zombie



THE CREATURE HUNT

By Roberto De Moraes, translated by The Admiral

First published in Só Aventuras Magazine #1



- Quest 1 -

The Chaotic Sword

"Morcar is plotting against the Empire again. He has discovered the existence of a creature that has been asleep for centuries. He plans to awaken it and put it under his command. If he succeeds the Empire will be lost! The creature sleeps in the ruins of the old castle outside the city. 'You must go there and stop Morcar. Only with the help of the Chaotic Sword will it be possible to destroy the creature. 'Your first task is to find this magic weapon."

A The first Hero to search this room for treasure will find the Chaotic Sword on the weapons rack. The Chaotic Sword is a magical shortsword.

Chaotic Sword
This sword is strengthened by Chaos powers. Each time you attack and enemy roll 1d6 first. The result will be the number of combat dice you will use to attack, with a minimum of two. However, if a Black Skull is rolled during an attack, the wielder loses one Mind Point as the dark powers erode their sanity. If a Hero loses their last Mind Point in this way, they fall to Chaos and are controlled by Morcar for the rest of the quest, a slave to darkness forever...

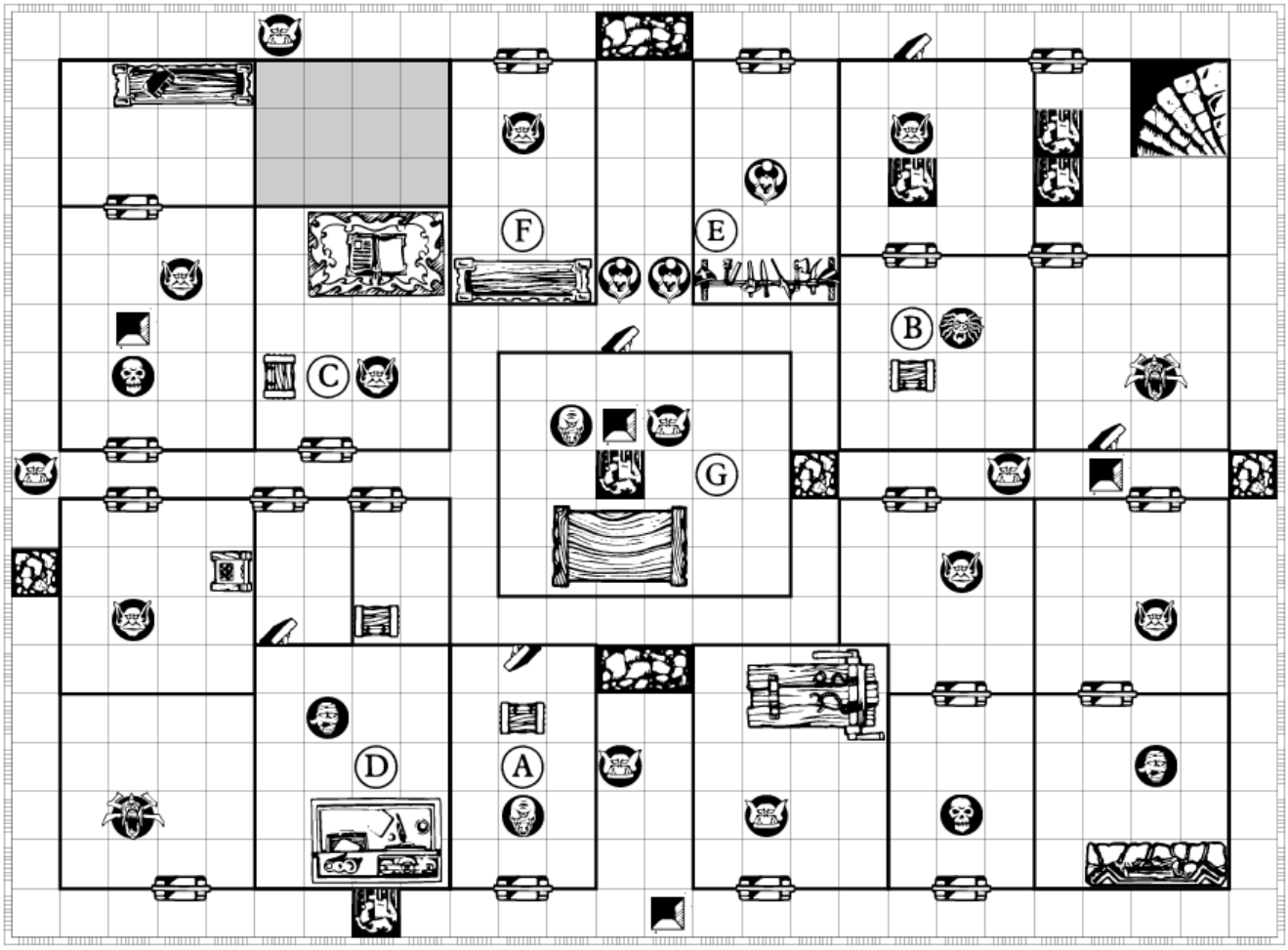
B The chest contains 300 gold coins.

C The first Hero to open this chest will be attacked by a wandering monster. The chest is empty.

D The chest contains 150 gold coins.

E The first Hero to search for treasure in this room will find the Wizard's Staff hidden behind the cupboard. Its use is explained on the matching Artefact Card.

Wandering Monster: Orc



- Quest 2 -

The Axe of Destruction

Now you must find the Axe of Destruction. Like the Chaotic Sword, this weapon is touched by the Dark Powers and should be capable of harming the Creature.

A The chest in this room contains 20 gold coins.

B The first Hero to search this room for treasure will find the Wand of Recall inside the chest. Its use is explained on the matching Artifact card.

C This empty chest is a magical trap. If a Hero searches for treasure before the trap is disarmed, he will lose one magical item they are carrying. Morcar chooses the item to be lost, but may not choose the Chaotic Sword or the Axe of Destruction.

D There are 2 Potions of Healing on the Alchemist's Table.

E The weapons on this Weapons Rack are rusted and broken. There is nothing here that the Heroes want.

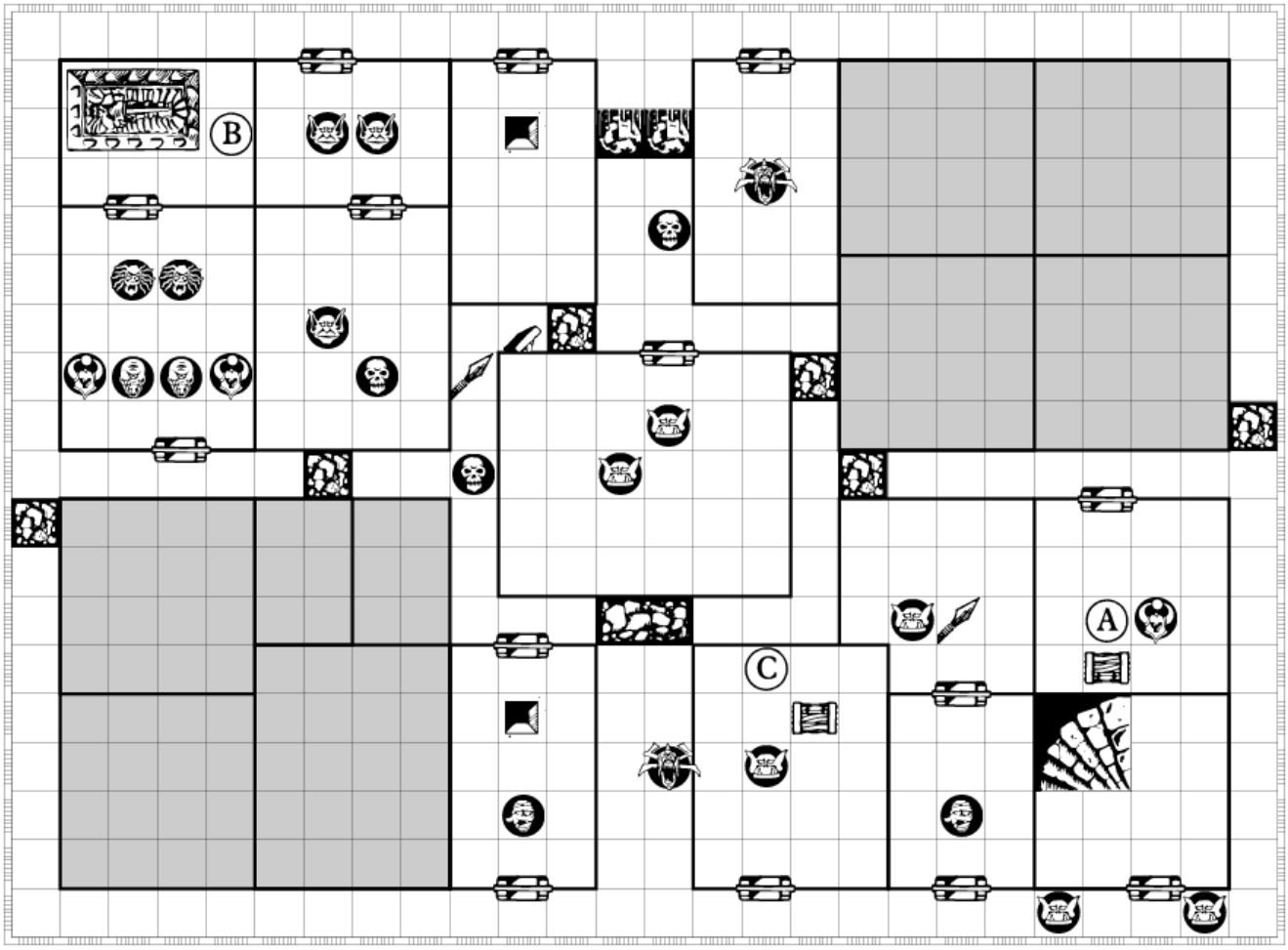
F The first Hero to search this room for treasure will find a Potion of Strength and a Potion of Defence in the cupboard.

G On the table in this room lies the Axe of Destruction.

Axe of Destruction
This is a powerful Hand Axe that attacks with 10 combat dice, but after this blow it returns to a normal Hand Axe. To restore the magic power, the axe must be touched with a magic artefact. The artefact will lose its power forever, and the axe will be recharged for a new destructive blow.

H The first Hero to open this chest will be attacked by a Wandering Monster. The chest is empty.

Wandering Monster: Zombie



- Quest 3 -

The Creatures Lair

"With possession of the Chaotic Sword and the Axe of Destruction, you now have the means to destroy the dreaded Creature. You must enter monsters lair and find where it sleeps its ancient slumber."

A The chest in this room is filled with a poisonous gas - it's a trap! If a Hero searches for treasure before the trap is disarmed, all Heroes in the room will lose 2 Body Points. The chest also contains a magic Spell Ring. Its use is explained on the matching Artefact card.

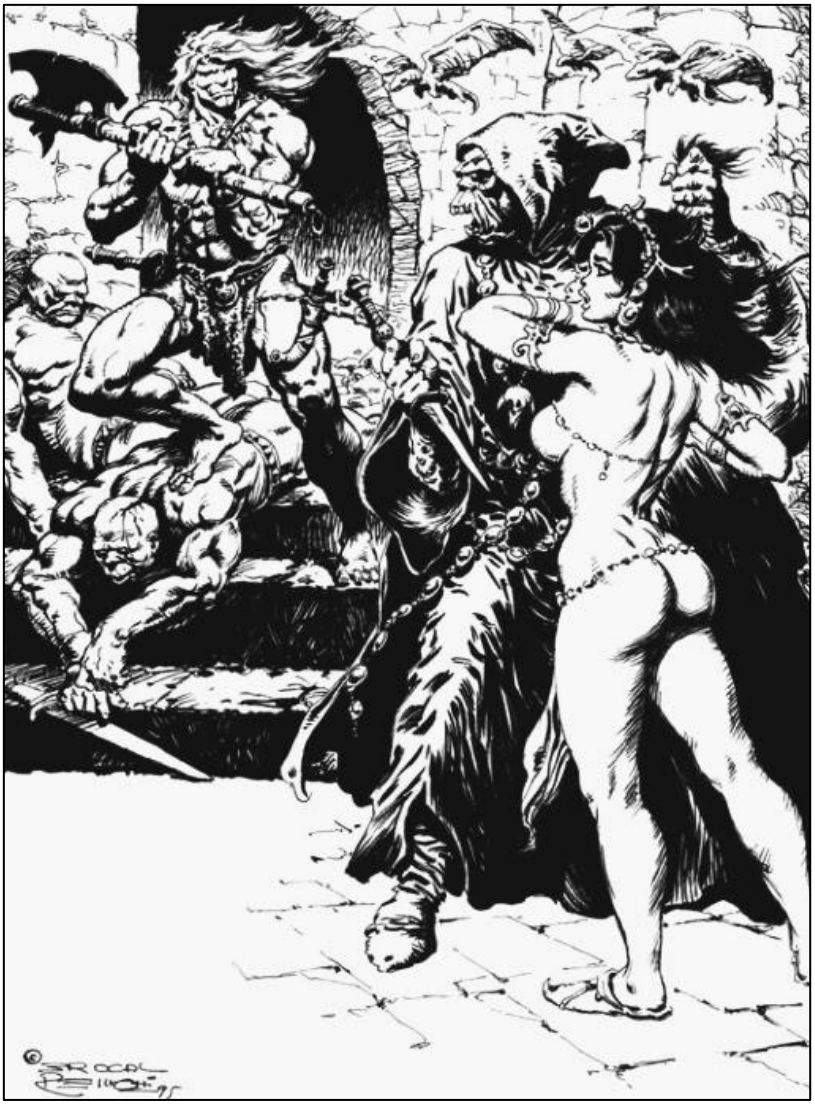
B This is the place where the creature slept. It sleeps no longer because the Heroes arrived too late - and the beast was awakened by Morcar! Use the Chaos Sorcerer figure to represent the Creature.

	Move	Attack	Defend	Body	Mind
The Creature	7	6	7	10	4

The Creature knows the following spells: **Rock Skin**, **Command**, **Rust**, **Firestorm**, and **Summon Greenskins**. The Creature can only be harmed by the Chaotic Sword and the Axe of Destruction.

C If a Hero searches this room for treasure they will find the Talisman of Lore inside the chest. Its use is explained on the matching Artefact Card.

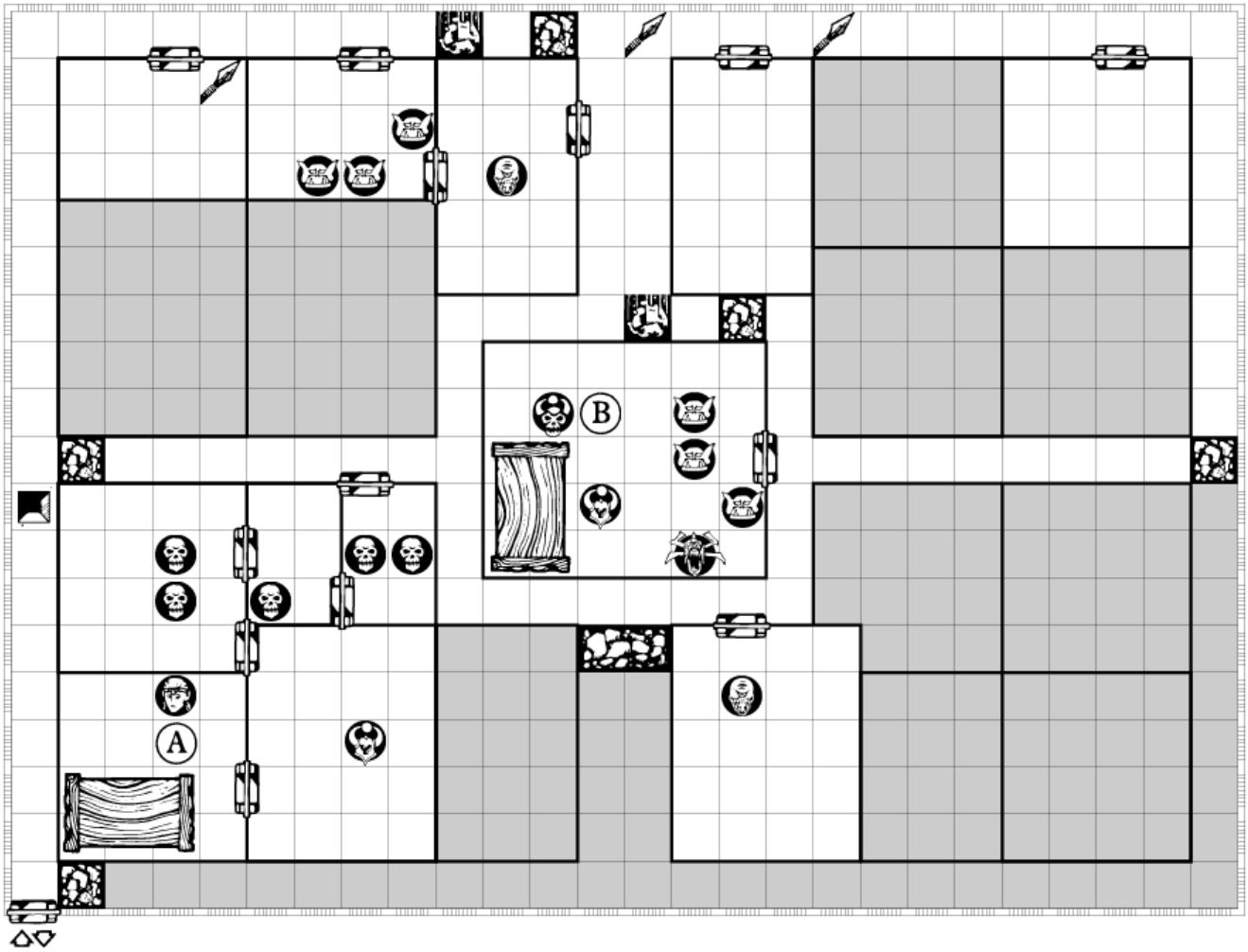
Wandering Monster: Chaos Warrior



THE RESCUE OF THE PRINCESS

Translated by Drathe

First published in Dragão Dourado Magazine, Annual 2, Issue 5



The Rescue of the Princess

The Empire is in deep sorrow. The beautiful princess Gwendolyn, daughter of the Emperor, has been imprisoned by the evil wizard Morcar. She must be rescued quickly, as she is to be sacrificed in a grand ceremony conducted in the ancient temple, Bangor Swann. This temple is known as the refuge of a terrible servant of Chaos, the irascible Anders. The Emperor will be generous to those who bring back his beloved Gwendolyn. A reward of 500 gold coins awaits those who rescue the Princess and destroy Anders.

A The Princess is held captive in this room, waiting for the sacrificial ceremony. When released, she will battle alongside the heroes as a fighter. A daughter of Sigmar, Gwendolyn is a gifted swordswoman. She has the following stats:

	Move	Attack	Defend	Body	Mind
Gwendolyn	10	4	4	7	9

B Anders is preparing the ceremony in the Temple. He may cast the following Chaos Spells: **Summon Greenskins**, **Fear**, **Escape**, **Ball of Flame** (2 times), and **Firestorm**. No fire magic can harm Anders. His stats are as follows:

	Move	Attack	Defend	Body	Mind
Anders	8	3	6	5	9

Wandering Monster: Orc

ATTACK ON THE SLEEP WIZARD

By Roberto De Moraes, translated by The Lestodante and Pancho

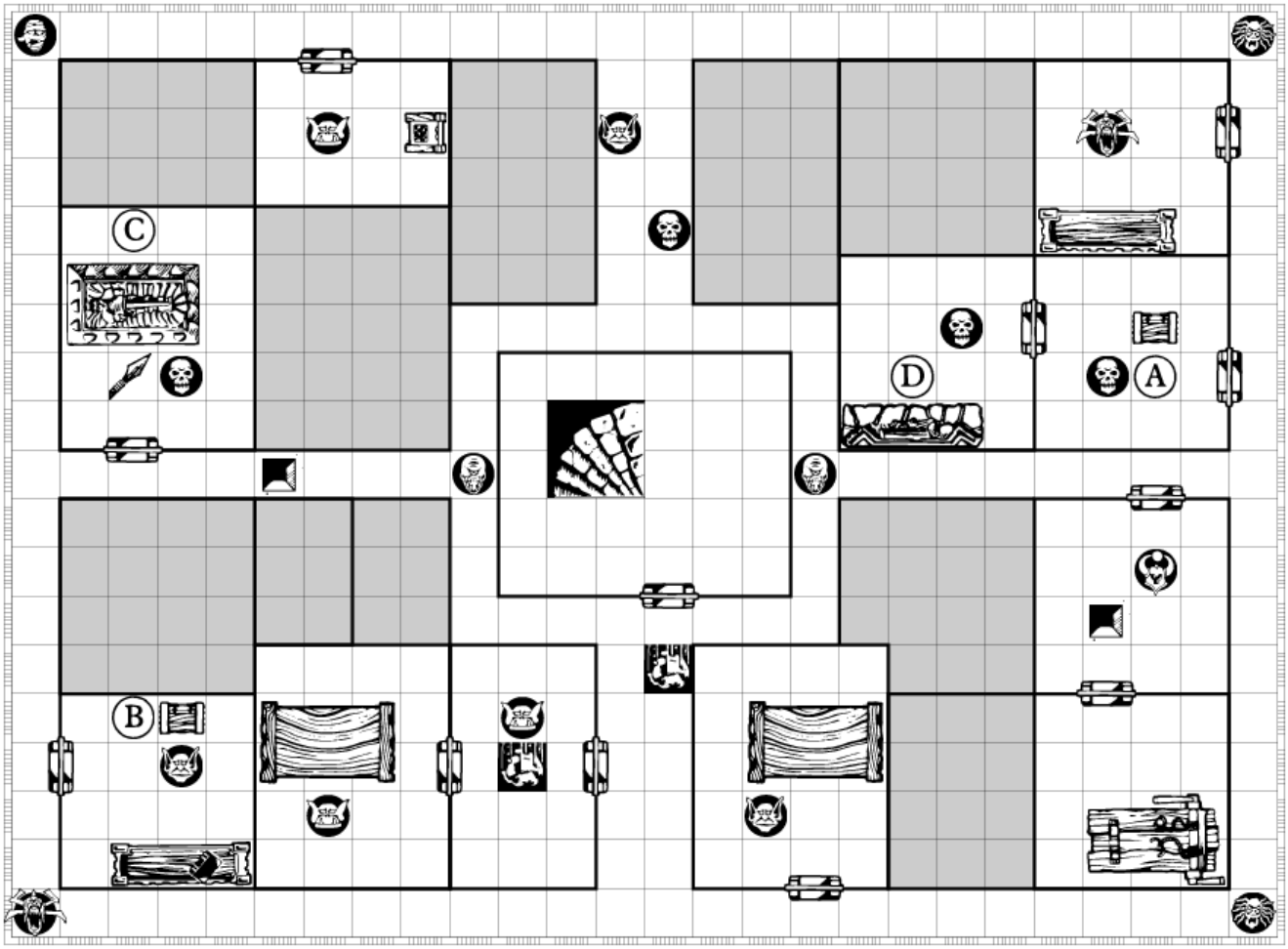
First published in Dragão Magazine #8

After travelling for several weeks, you finally return to the lands of the Empire. 'You soon realize that something is wrong. The streets are deserted. 'Where is everyone? 'What happened to the merchants, farmers, children and minstrels? 'You decide to go to the old tavern, to search for news.

'Upon arrival, the usual frequenters of the tavern are there. Some are bent over tables while others are lying on the floor. Are they dead? 'You examine the bodies you see that none of them have died, rather they have fallen into a deep sleep. Attempting to awake them doesn't work at all.

'While you are trying to wake them from their slumber, something strange happens. The embers in the fireplace suddenly burst aflame and a figure takes form within the fire. His face is well known to you. It is Mentor. The fiery apparition speaks:

"My friends, the Empire is the victim of a terrible sorcery. Everyone is sleeping deeply. An awful black cloud, like a tempest, covered this whole region. And once it disappeared everyone had fallen asleep. Only the ones that were away in that moment, such as yourselves, have been spared. This is for sure the work of Lengrati, a powerful wizard who serves Morcar. It is necessary to break the spell and this is only possible with the help of the legendary Magic Horn. It is hidden in Lengrati's underground lair, an old ruin, not so very far from here. As soon as the Horn is played, everyone will awake. Do not hesitate, my friends, go now and retrieve the horn."



- Quest 1 -

The Rescue of the Crown

"Your first task is to regain the Emperors Crown, stolen by Lengrati's goblins whilst everyone was sleeping."

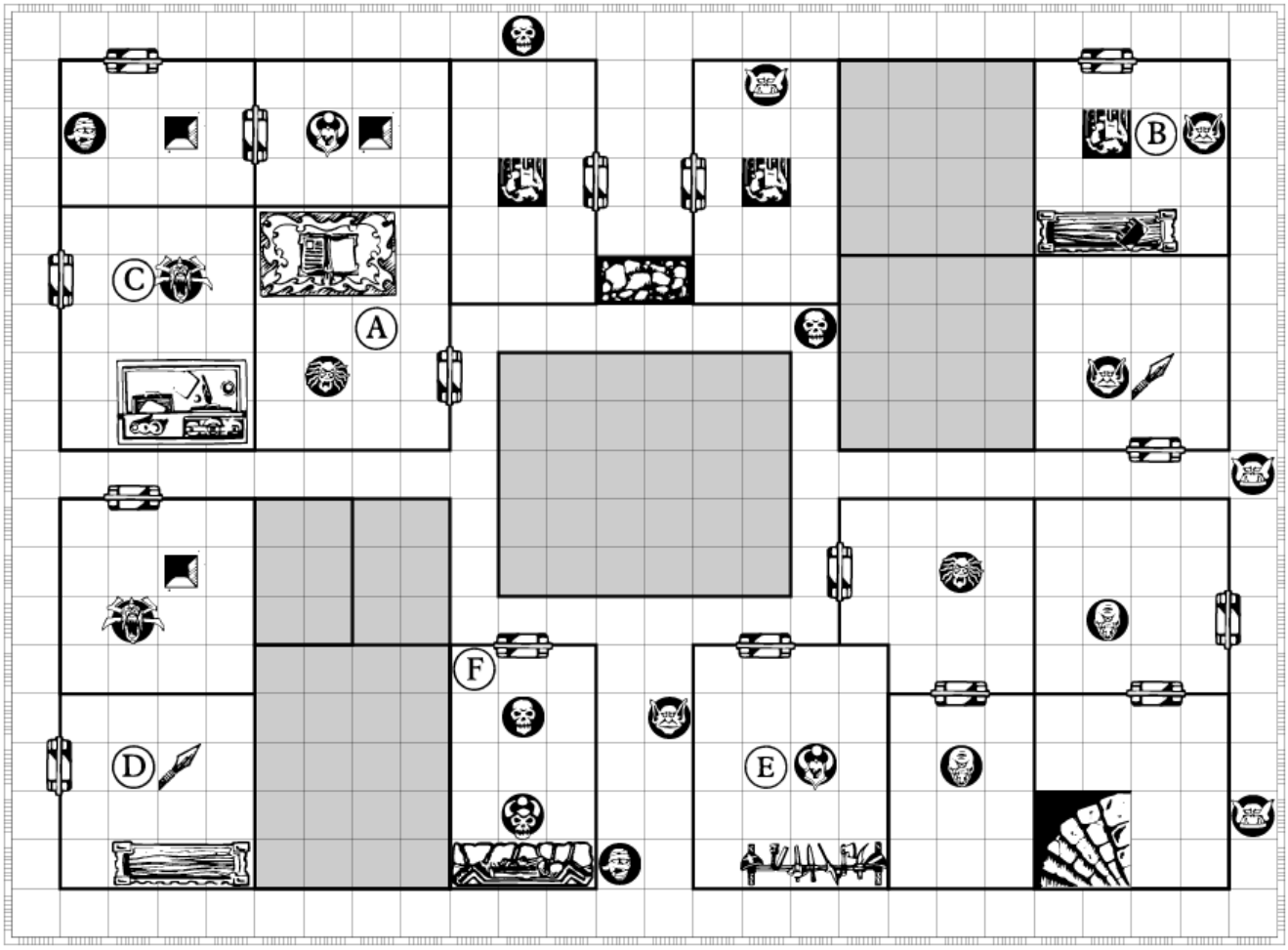
A The chest in this room contains 30 gold coins.

B The unlucky hero who opens this chest will be immediately attacked by 2 Goblins. Place the goblins as you would a wandering monster.

C If a hero searches for treasure here, they will find the Emperor's crown hidden inside the tomb.

D This is a very old and damaged fireplace. When a hero searches for treasure in this room, a stone will fall on his head causing 2 BP of damage!

Wandering Monster: Goblin



- Quest 2 -

The Sleep Wizard

"Now you must find Lengrati, the Sleep Wizard, and ensure that he will never again cast any more of his sleep magic."

A On the Wizard's table there are two magic scrolls: Genie and Swift Wind.

B The hero who searches for treasure in this room will be attacked by a wandering monster.

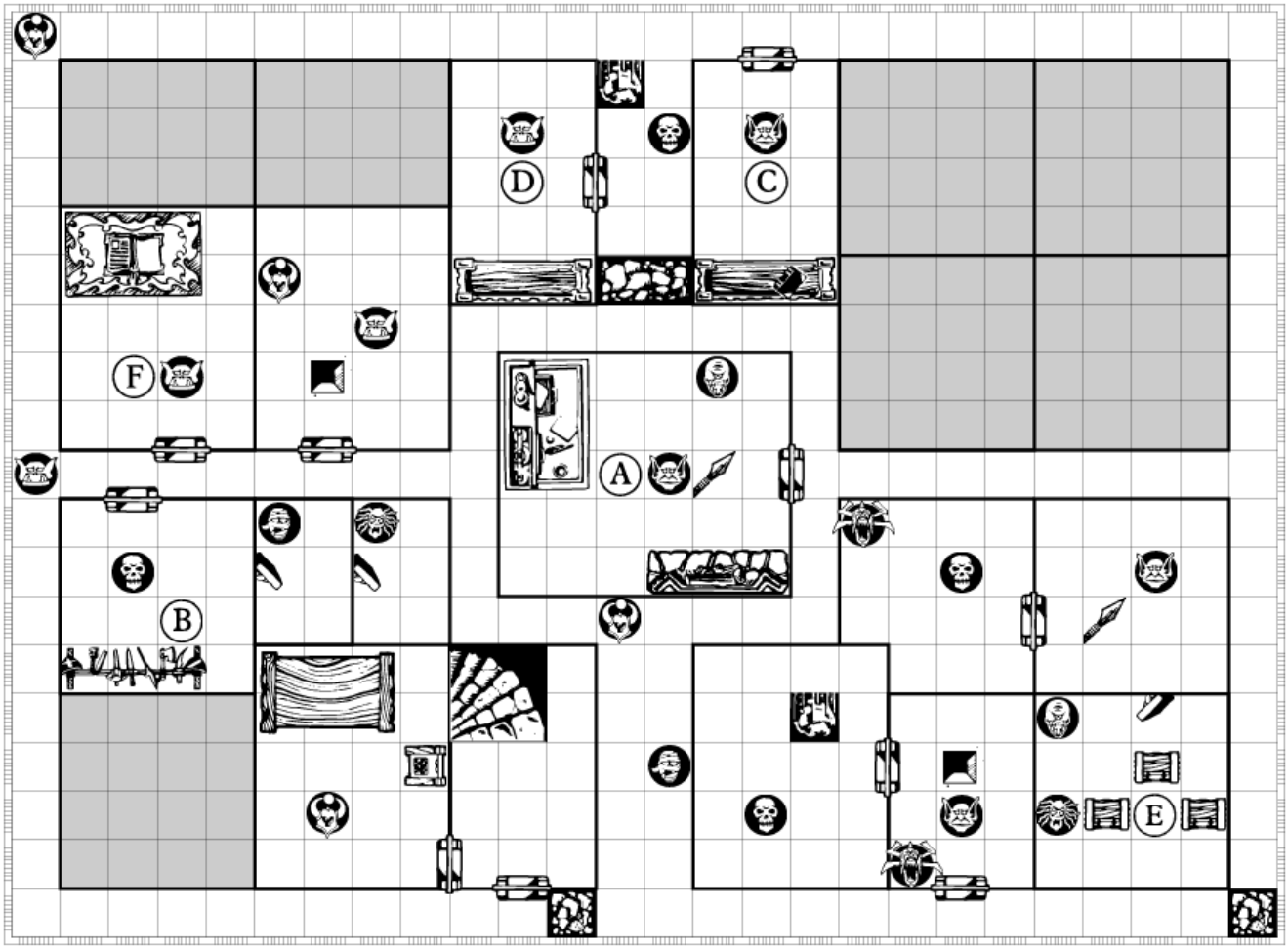
C On the alchemist's bench there is a bottle of Heroic Brew.

D The hero who searches for treasure here will find 50 gold coins hidden in the cupboard.

E All of the weapons on the rack are in a bad state, except for one, a magic sword: it is the same as a broadsword but is able to cast a Tempest spell, once per quest (even if its bearer is not a magic-user).

F This is Lengrati's room. It is filled with a thick dark cloud that makes the Heroes feel drowsy and confused. Lengrati immediately shapeshifts into the form of anyone hero, with the same attack, defence, BP, MP, weapons, armour and all his other equipment; the heroes will not be able to discern Lengrati from their mimicked companion. Each time a hero attacks Lengrati he must roll a combat die: if he rolls a black shield he will wrongly attack his companion (who will need to defend against the attack in the usual way) instead of Lengrati. Obviously, the mimicked hero will not need to roll the die to pass the test. In addition, on each of his turns Lengrati can cast a Sleep spell.

Wandering Monster: Fimir



- Quest 3 -

The Magic Horn

"Lengrati has been defeated. It only remains to discover the Magic Horn that will awaken the entire Empire, freeing it from the evil sleep."

A In this room, sitting upon the alchemist's bench, lies the Magic Horn.

B The weapons on the rack are rusted and useless.

C The bookshelf seems to be full of useless old scrolls, but when a hero searches for treasures he will find a small gem rolled up inside one scroll. It is worth 60 gold coins.

D The cupboard in this room is a trap. If a hero searches for treasures here, a magic explosion will cause 2 BP of damage to all the heroes in the room.

E Each chest in this room contains 50 gold coins.

F On the wizard's table there is a Healing Potion.

Wandering Monster: Gargoyle

"After climbing a nearby hill to gain a Vantage point over the surrounding lands you blew mightily upon the Magic Horn, hoping its spell would carry a greater distance. It was not until you returned to the town that you could know that your efforts had been successful. Sure enough, the streets were bustling once more with the usual merchants, farmers, artisans and other townsfolk. On the way up to the castle you passed the tavern, and it was good to hear the same old raucous shouts of revelry, as if the sleep sorcery had never happened.

At the castle the Emperor greeted you warmly and showered you gratitude for saving the realm once more. He has granted each of you 200 gold coins for defeating the Sleep-Sorcerer, and a further 200 gold coins for the return of his Crown (which may be split between you if desired).

As for Lengrati, he has paid for his crimes by having to himself face the eternal sleep of death!

'You are now free to return to the tavern and celebrate with the folks whose lives have saved. Live well my friends, until I call upon you once more."

- Mentor

THE SLAVE CITY

By Roberto De Moraes, translated by Phoenix

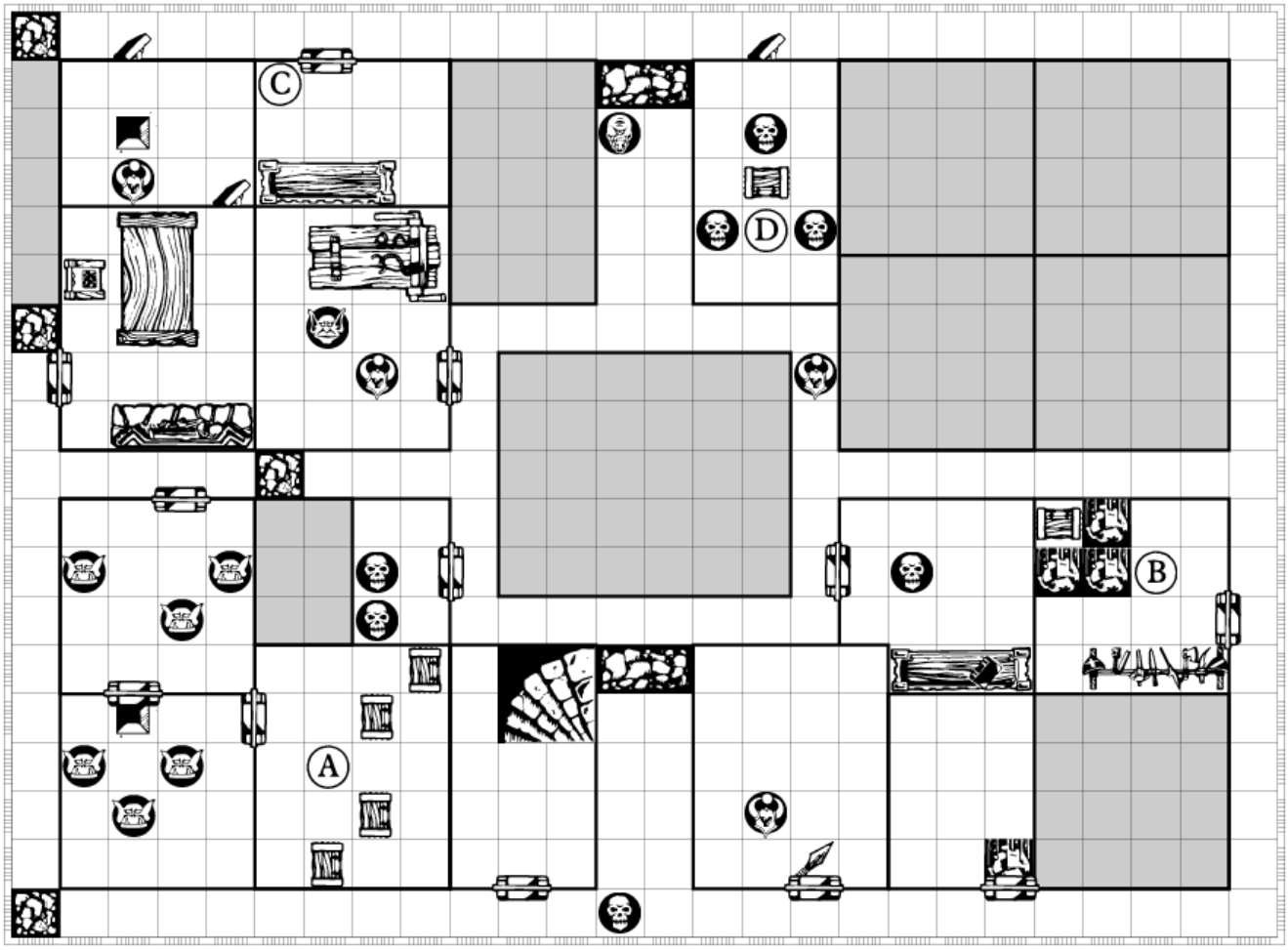
First published in Dragão Dourado Magazine, Annual 1, Issue 4

'You are in the local tavern, telling tales of how you once again fouled the plans of the Evil Wizard, Morcar. Suddenly, a booming voice that seems to come from nowhere stuns the group:

"My friends, I need your help again! Everyone in the tavern becomes scared and an icy silence falls over the room. At first you hesitate, but immediately recognize the voice of Mentor and ask everyone to calm down, reassuring them that there is no danger. Suddenly, a bright light appears in the middle of the tavern and begins to take the form of a portal. The voice speaks again:

"Morcar is acting up again. He has enslaved the inhabitants of a small town located just north of the Empire. All are being forced to work in a mine, extracting the ore needed to forge a rare magical metal called Maktrom. Once mined and forged, it will create thousands of weapons to equip the armies of Morcar. To prevent any slave revolt, Morcar has magically raised a fortress next to the mine. Time is of the essence! Now, cross into the portal and liberate the townsfolk from Morcar's control and prevent the creation of these weapons, before it is too late!"

Without delay, you step into the magic portal and are transported into the fortress.



- Quest 1 -

The Search for the Ingredients

"You need to find and destroy the chests containing the magic ingredients to be mixed with the Maktrom ore. This is the first step to prevent Morcar from arming his legions."

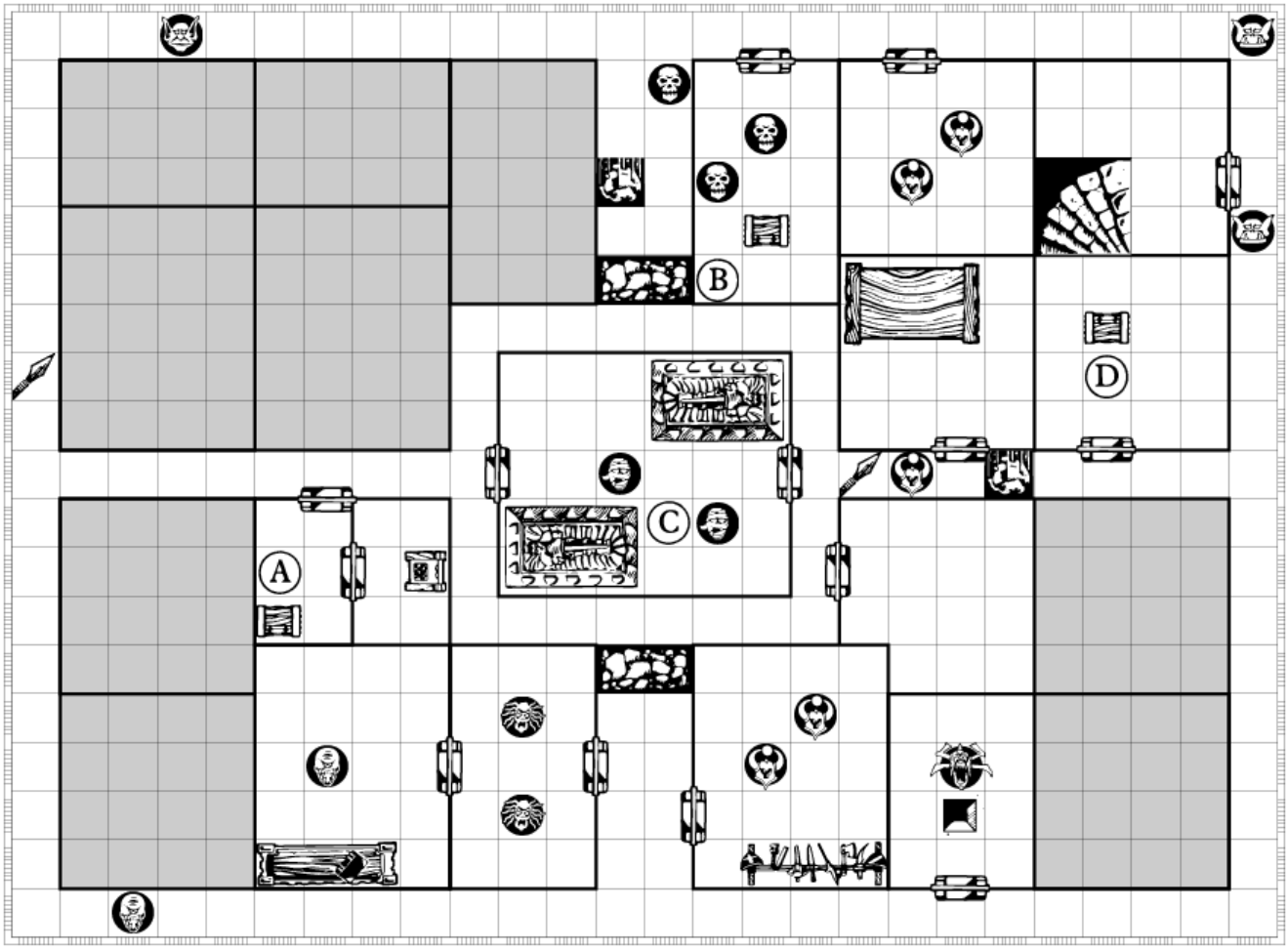
A Searching for treasure in this room will reveal the four components necessary to create the special Maktrom metal.

B Searching for treasure in this room, a Hero will find a Magical Throwing Dagger hidden among the useless items on the Weapons Rack, The Treasure Chest contains 100 Gold Coins.

C If a Hero searches for treasure, they will uncover a Potion of Healing in the Cupboard.

D This Treasure Chest contains a gem worth 600 Gold Coins.

Wandering Monster: Goblin



- Quest 2 -

The Golden Key

"Now, you must find the Golden Key. It opens the door to the secret laboratory of the evil sorcerer Grinlam, one of Morcar's minions, responsible for the creation of the Maktrom weapons. Armed with the new key, you will be able to access the wizard's lab."

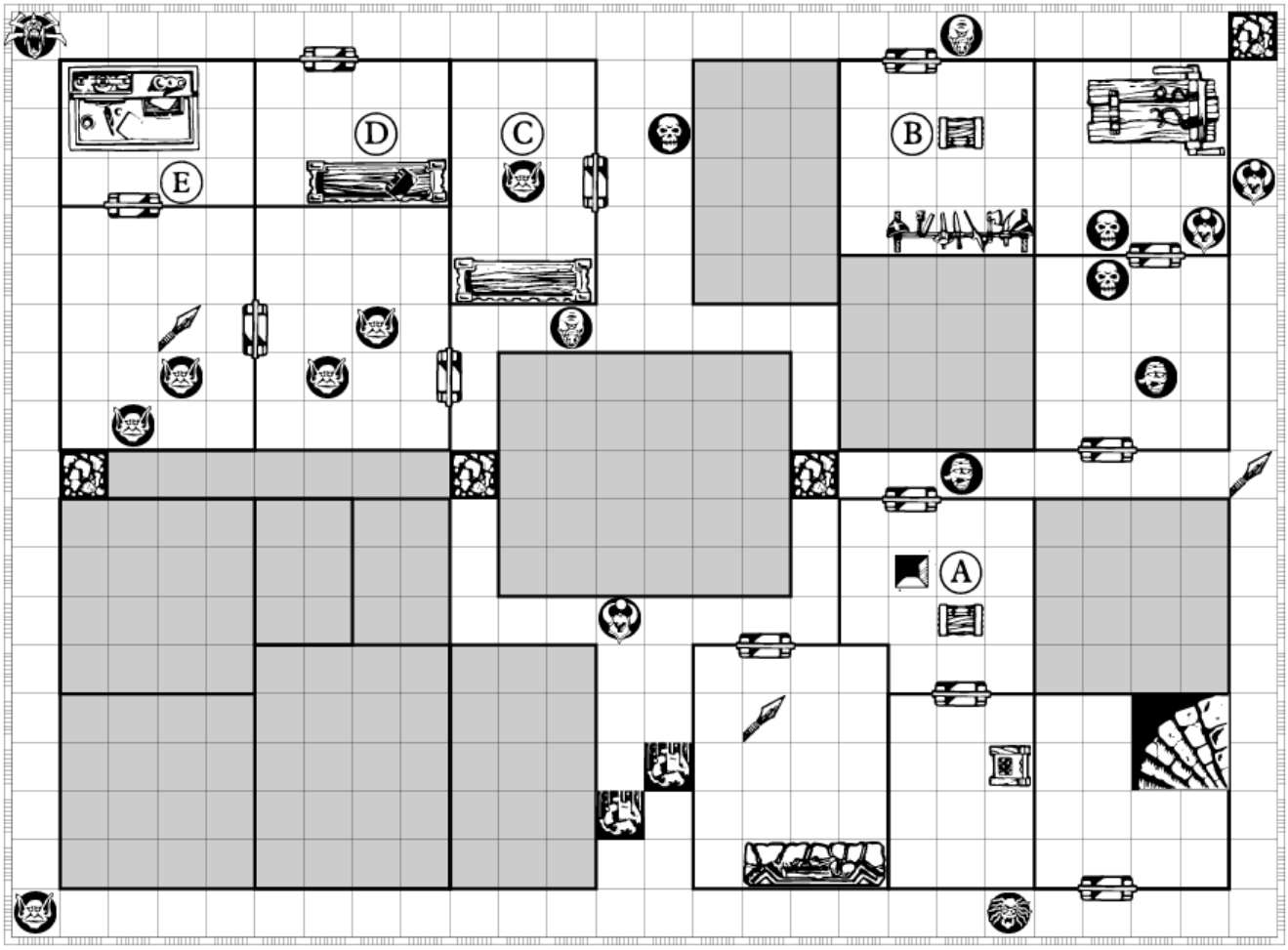
A A Hero searching for treasure in this small room, will find 300 Gold Coins in the treasure chest.

B In the chest is a Healing Potion and a Veil of Mist Spell Scroll.

C Hidden in one of the tombs is the Golden Key to Grinlam's laboratory.

D This room contains a trap. By searching for treasure, the Hero sets off an alarm that will cause a Wandering Monster to appear behind them.

Wandering Monster: Orc



- Quest 3 -

The Secret Formula

"We have already destroyed the magic ingredients for the creation of the magical ore and we have in our hands the key that opens the door to Grinlam's Laboratory. We must now find the formula for the forging of the metal and destroy it."

A If a Hero searches for treasure, the chest in this room contains a cursed ring, Andel's weakness. Any Hero that puts it on will lose 1 Combat Die in attack. The ring will not come off, and can only be removed by a wizard in town for 200 Gold Coins.

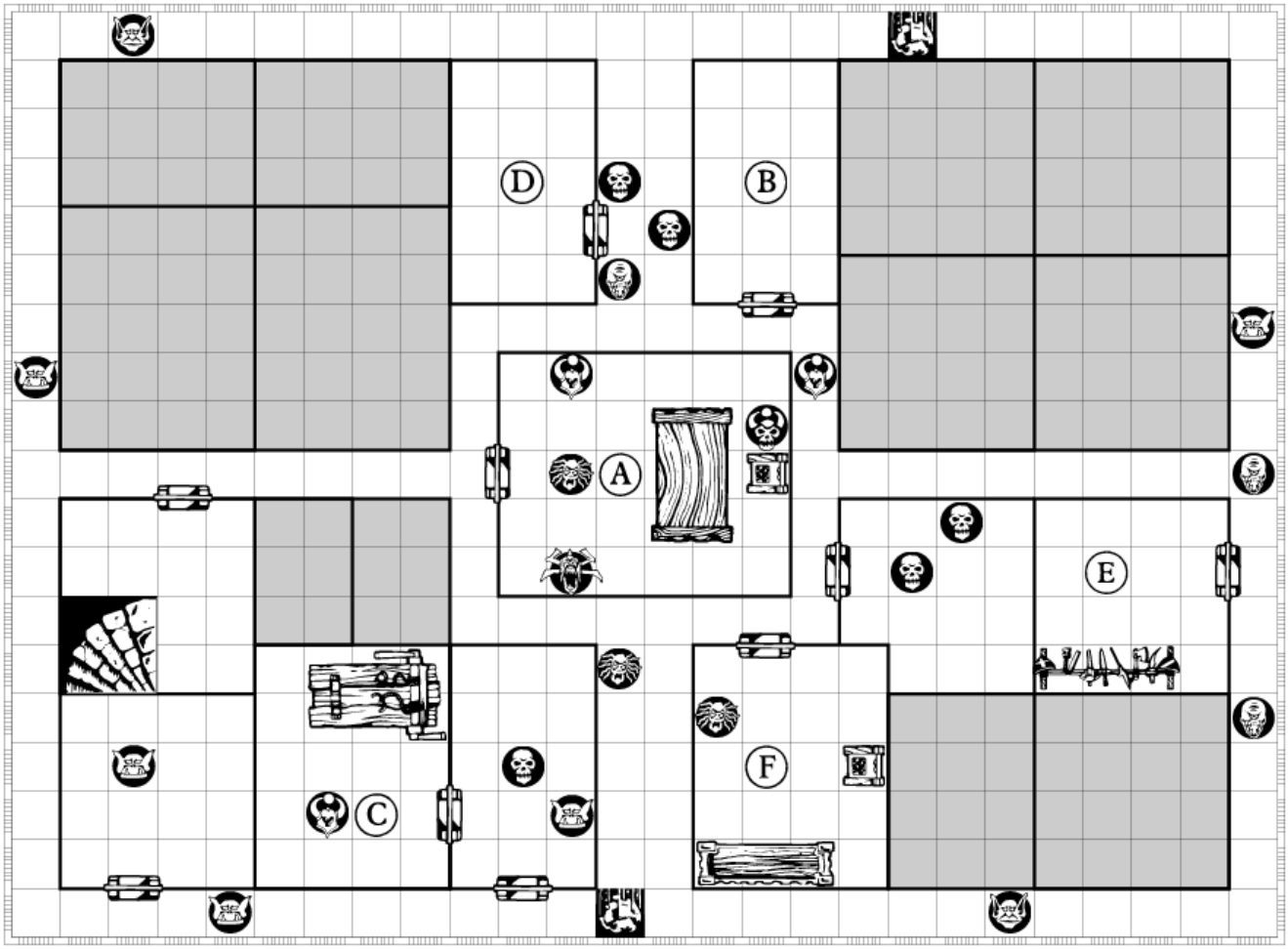
B The Weapons Rack contains old weapons, that have no value to the Heroes.

C When searching for Traps or Secret Doors, a Hero will find a Secret Door hidden in the false bottom of the Cupboard. This Secret Door will whisk the Hero to the starting Stairway.

D On the Bookshelf are books about the life of Morcar. The first two Heroes that search for treasure will find a random Spell Scroll hidden amongst the books.

E On top of the Alchemist's Bench are a handful of rolled parchment with a black ribbon. All of them are portions of the formula containing the necessary material for the foundry, and must be destroyed.

Wandering Monster: Mummy



- Quest 4 -

Confronting the General

"To free the city from Morcar's control, we must find and defeat General Rantler. I believe that defeating the General will create havoc and his minions will flee. The prisoners will then be free and able to return to their normal lives."

A This large room is the headquarters of General Rantler commanding his troops of monsters. Upon entering the room, the Heroes will face the General sitting in his throne. Immediately he stands (on the Chaos Sorcerer icon), shouting "Death to all who do not follow Morcar!"

	Move	Attack	Defend	Body	Mind
Rantler	8	4	5	4	6

B This is a cell that is holding the wives of the city residents captive. Once they have been released, they will refuse to leave because their children are being kept in the Room D. When the children are released, the mothers will take them out of harm's way.

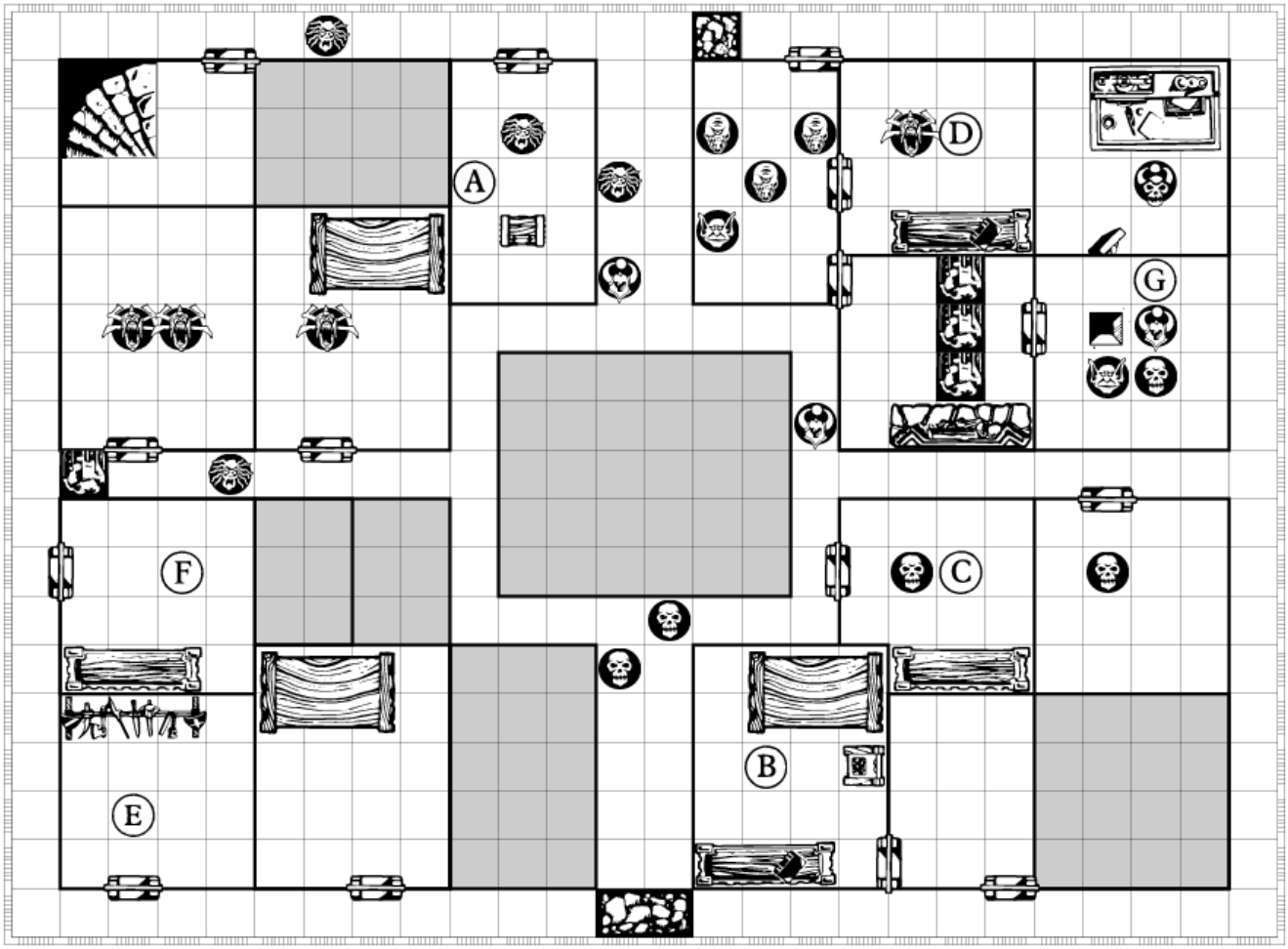
B In this room a Chaos Warrior is torturing one of the townspeople.

D This cell is holding the children. Once released, they will leave with their mothers.

E On the Weapons Rack are some of the weapons used by General Rantler's army. All are in perfect condition. (The first searching Hero may select one weapon from the Armoury Sheet.)

F Within these cupboards are General Rantler's personal clothes. The cupboards contain nothing else of value.

Wandering Monster: Fimir



- Quest 5 -

The Secret Laboratory

"This is the last adventure. You, Heroes, have nearly succeeded in preventing Morcar's plans once again. Find the wizard's laboratory and destroy it. Only then can we celebrate with the townspeople!"

A Searching for treasure in this room will cause a Wandering Monster to appear. The Treasure Chest is empty.

B The Bookshelf and Table are empty.

C The Cupboards are full of food for Orcs, unsuitable for human consumption. Any Hero that attempts to eat the food will suffer 1 Body Point of damage, except the Dwarf, who has a stronger body.

D On the bookshelf is a very intriguing book. Ask the Hero if he wishes to examine it. If so, he will learn that the book is cursed and is forced to gaze into it for 10 rounds. The Hero may not Move, Attack or perform any other action. He is, however, able to defend with 2 Combat Dice.

E The Weapons Rack contains weapons used by Morcar's army. All are in good condition and the searching Hero may select one weapon from the Armoury Sheet

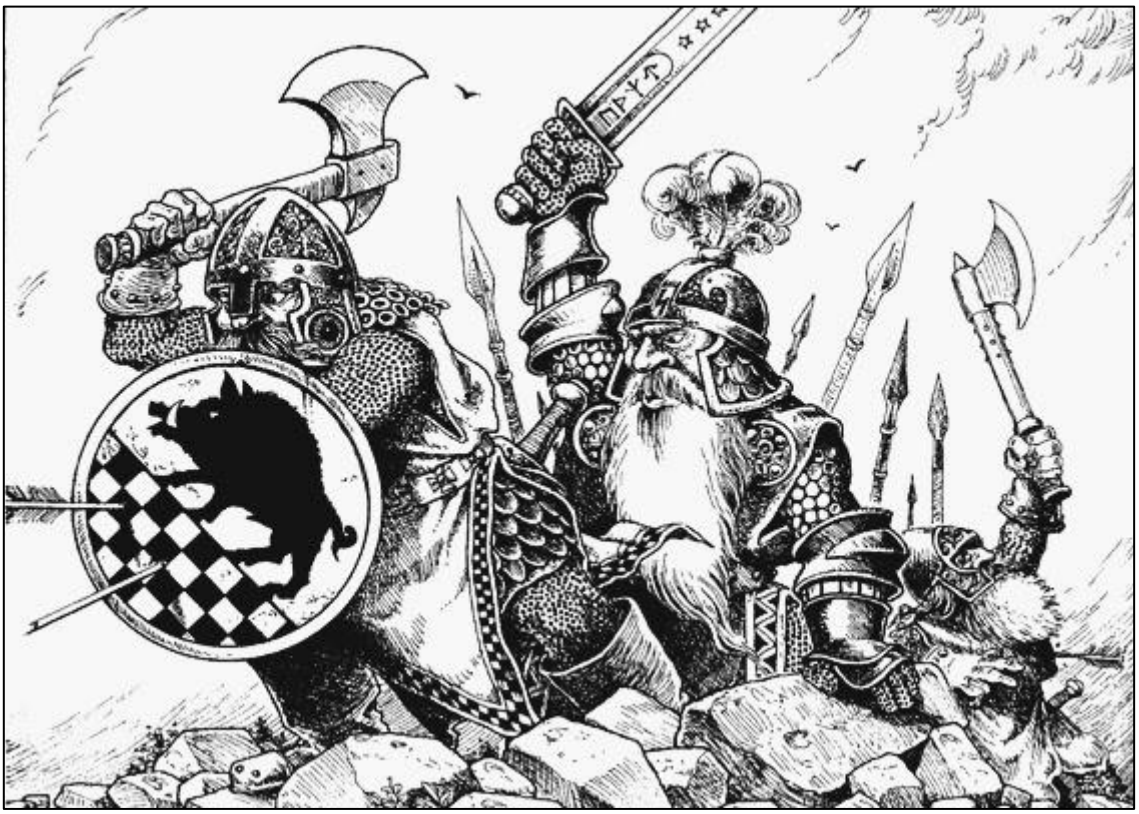
F The Cupboard contains a trap. When a Hero searches for treasure or secret doors, he will immediately be attacked by a Wandering Monster.

G This room has a secret door that can only be opened with the Golden Key, found in Quest 2. Beyond this room is the secret laboratory of the infamous sorcerer, Grinlam.

	Move	Attack	Defend	Body	Mind
Grinlam	9	3	6	4	7

Grinlam knows the following spells: **Fireball, Fire Storm, Tempest, Sleep** and **Summon Greenskins**.

Wandering Monster: Chaos Warrior



THE RESCUE

By Di'Follkyer, translated by j_dean80, lestodante & Hendar23

First published in Dragão Magazine

The dwarf absently watches the candlelight through his beer glass, his mind elsewhere, remembering past adventures. His is roused from his thoughts by a knock at the door.

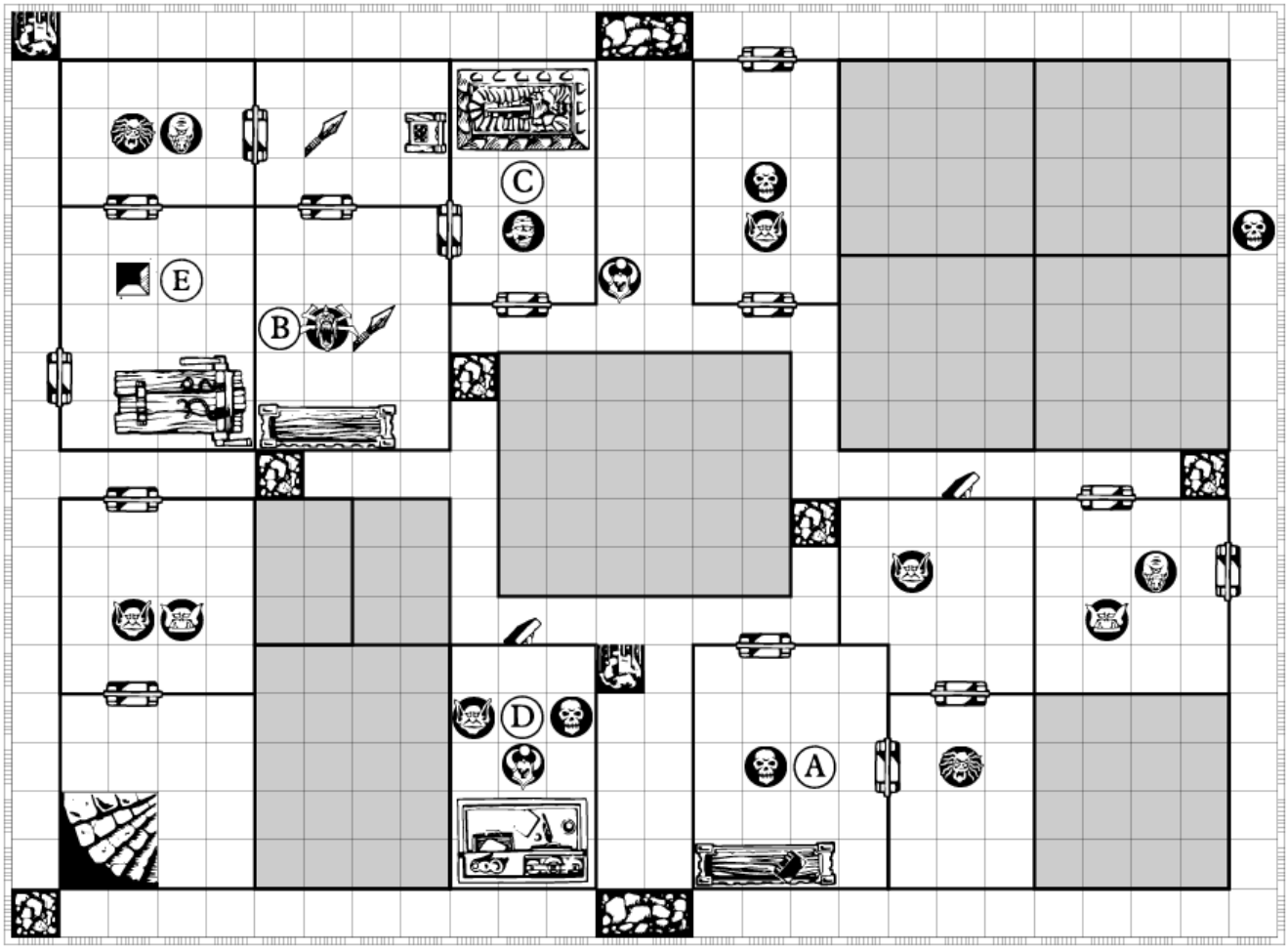
It is a messenger. They thrust a letter into the dwarf's hands, and with a brisk nod they are gone, back into night.

The letter bears the seal of Mentor. The dwarf sighs and puts down his drink before reading the message.

"My friend, I must once again bring you grave news. 'Your old foe, Commander Chups, has once again attacked your ancestral home! He has shown more cunning than usual however, for he and his foul henchmen have kidnapped Lord 'Kerg. 'Without their leader, the dwarfs of your homeland are struggling to hold back Chups warband. 'You must take your friends and free him. There is not a moment to lose! – Mentor"

Pausing only to snatch up his weapons, the dwarf storms out into the night. Lord 'Kerg is not merely a leader, he is the dwarfs mentor and friend. The thought of him languishing in some dungeon, while the servants of chaos rampage through the dwarfs homelands, is too much to bear. By the time the dwarf finds the others, he is apoplectic with rage, and it is only when he thrusts the letter into the hands of the elf that his friends understand what has happened.

'Without hesitation they set off towards Chubs fortress.



- Quest 1 -

The Key

Commander Chups has imprisoned Lord 'Kerg behind a magical lock. 'You must search Chups fortress for the magical bone key which can free old dwarf Lord. Slipping past the outer guards and entering through the sewers, you begin your search.

A The first Hero to search for treasure in this room will find 50 Gold Coins and a Potion of Healing in the cupboard.

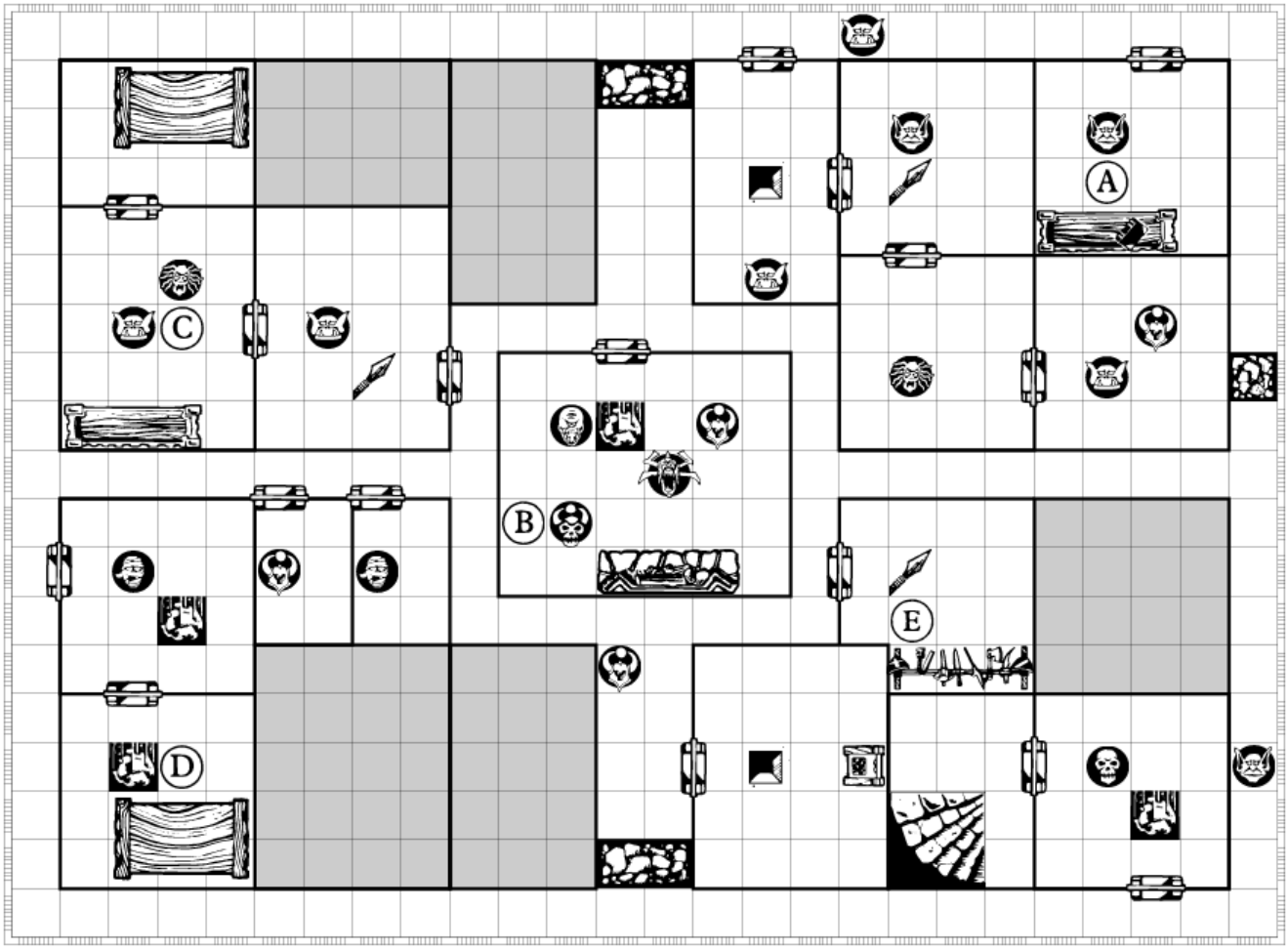
B The first Hero to search for treasure in this room will be attacked by a wandering monster popping out from the cupboard.

C Hidden inside the tomb is a vial of pearly white liquid. It is an Elixir of Life.

D On the table lies the bone key which will open Kergs cell.)

E On the rack is a dwarf priest. As soon as the Heroes enter the room, he'll start screaming for help, which will attract a wandering monster. If freed, the priest will reveal that he was captured along with Kerg, but the monsters separated them and he doesn't know where Kerg has been taken. He then wanders off.

Wandering Monster: Fimir



- Quest 2 -

The Battle

Commander Chups has been a threat to your people for too long. Find his lair, and end his foul plans once and for all.

A The first Hero to search for treasure in this room will suffer from a magic trap which will make all his equipment disappear. The equipment is, in fact, teleported to room D.

B Here is Commander Chups. Use the chaos warlock figure to represent him. Remember Chups is an ancestral foe of the dwarves, as such he will try to kill the dwarf first - unless the other Heroes keep his hands full. Once Chups is vanquished, the Heroes may search the room for treasure. In the fireplace, under the ashes, lies a Wand of Recall. Chups has the following stats:

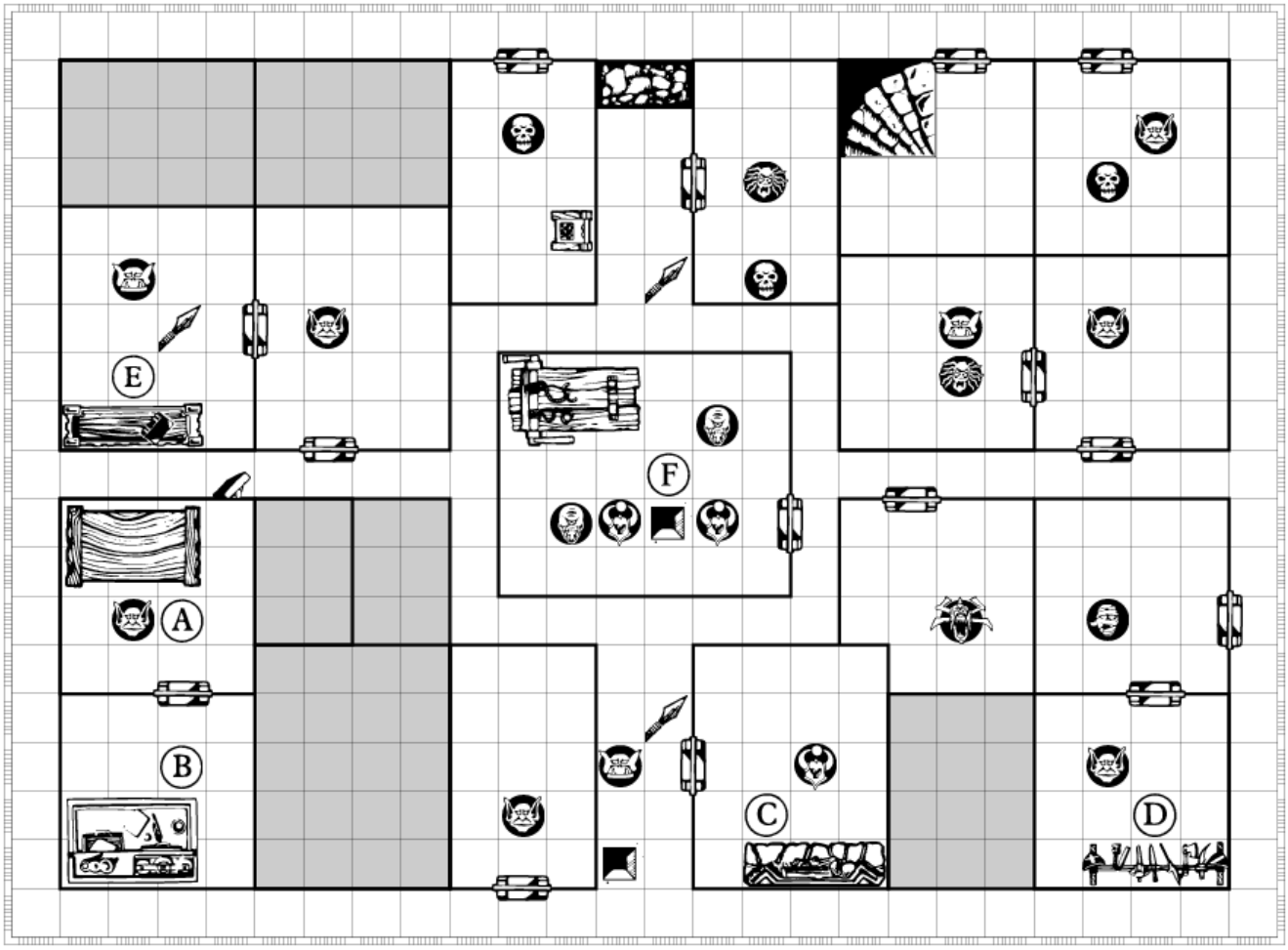
	Move	Attack	Defend	Body	Mind
Chups	10	5	7	8	5

C If a Hero opens the cupboard he will see a long corridor instead of the back. This is a magic shortcut that leads to other places in the castle. Each time a Hero takes it he must roll a red die:
1 or 2- he goes to room A
3 or 4- he goes to room B
5 or 6- he goes to room D

D In this room, on the table, is the equipment lost by the Hero who suffered from the magic trap in room A.

E The weapons on the rack are rusty and broken. There is nothing of value in here.

Wandering Monster: Fimir



- Quest 3 -

The Dungeon

With Chups destroyed, you are now free to search the castle for Lord Kerg and free him from captivity. There is not a moment to lose.

A In this room, on the table, are two Spell Scrolls: Ball of Flame and Veil of Mist.

B On the table is a vial of pearly white liquid. It looks like a Potion of Healing, but is in fact a poison. If a Hero drinks it he will lose 2 Body Points.

C The first Hero to search this room for treasure is attacked
by a wandering monster.

D This rack holds a helmet, dagger, and a shield.

E In the cupboard are two bottles: A Potion of Healing and a Potion of Strength.

F This is the room where Kerg is being tortured. The door can only be opened with the bone key from Quest 1. If the Heroes do not have it, they must go back and play Quest 1 again and then back to play Quest 3. (Without re-playing Quest 2.

Wandering Monster: Mummy

APPENDIX A – MAP REFERENCE

A regular wooden door. Begins closed when placed on the table.

An open door. Like the regular door, but begins the game open.

A steel entrance door. If present on the map, then this door is where the Heroes enter the dungeon.

A wooden exit door. If present on the map, this is where the Heroes can leave the dungeon

This door is both the entry and exit of the dungeon

Portcullis door. A sealed door, see the Quest notes on how this door is opened.

Stone Doorways are large slabs of rock which must be pushed out of the way using brute force before you can pass. To open one of these doors, a character must roll a number of combat dice and Score two skulls. The number of dice he throws depends on what character type he is: the Dwarf and the Elf both roll two dice, the Barbarian rolls three dice. The Wizard cannot open a Stone Doorway. Once a Stone Doorway has been opened it remains open for the rest of the Quest.

Secret Door. These are only placed on the board when a Hero finds them by searching. Once placed they are considered open for the rest of the game

Alchemists Bench

Bookcase

Cupboard

Fireplace

Rack

Sorceror's Table

Stairway

Table

Throne

Tomb

Treasure Chest

Weapons Rack

Grave

Trapdoor

Ogre Throne

Blocked Squares – an impassable obstacle

APPENDIX B - TRAPS

Spear Trap
Any player who is caught in a spear trap will lose one Body point if he rolls a Skull on a combat die. The spear trap will only affect the first character to enter the square.

Searching for Spear Traps – Spear Traps are automatically disarmed when found.

Falling Block
Any character that moves through a falling block trap square will trigger the trap. The block will fall into the square marked with the arrow, blocking the way. Any character or monster in that square must roll three combat dice. The victim must lose one Body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he is killed by the falling block.

Searching for Falling Blocks – Falling Blocks are placed onto the board when found. They may later be disarmed and removed by the Dwarf or any character with the Tool Kit.

Pit Trap
Any character who stumbles into a pit trap will automatically lose one Body point. The character may move as normal on his next turn. Characters in a pit may attack and defend, but roll one less die than normal. The pit remains on the board as an obstacle. Characters and monsters may attempt to jump across a pit trap. They must have enough movement left to get across the pit, and the square on the other side must also be unoccupied. Any miniature who attempts to jump across must roll a combat die. If he rolls a skull he falls into the pit and loses one Body point. If he rolls a shield he is allowed to continue his move. Count the square with the pit as a normal square when counting how far you have moved.

Searching for Pit Traps – Pit traps are placed onto the board when found. They may later be disarmed and removed by the Dwarf or any character with the Tool Kit.

Long Pit Trap
If a Hero wants to jump over this pit the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die). Note: These traps can be jumped the short way, the same as regular pit traps.

Searching for Long Pit Traps – Long Pit traps are placed onto the board when found. They may later be disarmed and removed by the Dwarf or any character with the Tool Kit.

Pit of Darkness
The Pit of Darkness Trap works in the same way as a normal pit trap with the following exceptions: if a character crossing a Pit of Darkness space rolls a skull, he plunges 30 feet onto hard floor. Once he falls, a character will suffer damage depending on how much armour he is wearing. Characters not wearing any armour must roll one combat die to see if they lose a Body point; those wearing Chain-mail or Borin's Armour must roll two combat dice; and those wearing plate mail must roll three combat dice. A character may climb out of

a Pit of Darkness on his next turn if there is a free space on any one side of the Pit of Darkness. Pits of Darkness may not be disarmed but characters may jump over them like ordinary pit traps.

Searching for Pits of Darkness – Pit of Darkness traps are placed onto the board when found. They may *not* be disarmed, but characters may jump over them like ordinary pit traps.

Wandering Monster Trap

When a Hero moves onto a Wandering Monster Trap, tell the player that the Hero must stop on that square. The monster or monsters listed as wandering monsters for that Quest appear on any square or squares adjacent to the Hero or as close as possible. The monsters immediately attack and the Hero defends. (If the Hero has not already taken an action that turn, he may do so after he defends.) Each Wandering Monster trap can be activated only once. Monsters cannot activate it.

Searching for Wandering Monster Traps - Wandering Monster traps are so well concealed that they are not detected when a Hero searches for traps.

Swinging Blade Trap

The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against normally. A Swinging Blade Trap can only be detected by a scorch in the room or corridor containing the black blade symbol.

Searching for Swinging Blade Traps – Once discovered, any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap, The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.

Fireburst Trap

When a player enters a room with a Fireburst Trap, place a Fireburst token in the centre of the room. This will remain in place until the beginning of the Evil Wizard Player's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.

Hurricane Trap

This trap must be set in a corridor. Once a character passes the spot marked "x", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.

Searching for Hurricane Traps - Hurricane Traps cannot be detected by searching.

Teleport Trap
Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

Searching for Teleport Traps - Hurricane Traps cannot be detected by searching.

Stalactite Trap – A deadly spear of ice ready drop on unsuspecting victims. Treat these just like a spear traps.

(Appears in various sizes)

Slippery Ice
Do not place a slippery ice tile on the gameboard until a Hero steps on the appropriate square. Whenever a Hero moves onto a slippery ice square, the Hero rolls 1 combat die. If a white shield is rolled, the Hero falls and his turn ends immediately. Any other roll means the Hero can continue moving (if he has moves left). The Hero must roll for each slippery ice square moved onto. A fallen Hero cannot take any actions or defend against attacks until his next turn. Monsters are not affected by slippery ice. Once it is placed on the gameboard, it can be jumped over as a pit.

Searching for Slippery Ice - A slippery ice square cannot be found by searching, nor can it be disarmed. Once it is placed on the gameboard, it can be jumped over as a pit.

Ice Slide
Do not place the ice slide tile on the gameboard until a Hero steps on the first square of the slide. Any Hero who does step onto this slippery chute of ice is whisked away in the direction indicated by the arrow. The Hero immediately moves to the last square of the slide. (More than one Hero may occupy the exit square.) This ends the Hero's turn. When a Hero slips down an ice slide he rolls 1 combat die. He loses 1 Body Point if he rolls a white shield. Monsters cannot move onto ice slide squares. Heroes cannot climb up an ice slide in the direction opposite to that indicated by the arrow.

Searching for an Ice Slide - The slide is hidden and it cannot be searched for, nor can it be disarmed.

APPENDIX C – MONSTERS

	Movement	Attack	Defend	Body Points	Mind Points
Chaos Warrior	7	4	4	3	3
Optional Rule: When placing a Chaos Warrior on the board Morcar may pick which Chaos God the Warrior follows: **Khorne** - Berserker Fury - May re-roll all dice in attack. Must accept second roll. **Nurgle** - Disgustingly Resilient - Defends with white shields instead of black. **Slaanesh** - Invigorated By Pain - Gains an extra attack dice for each wound taken. **Tzeentch** - Arcane Knowledge - Receives one random Chaos Spell.					
Elven Archer	6	4(1)*	2	3	2
Elven Warrior	6	4	3	3	2
Fimir	6	3	3	2	3
Gargoyle	6	4	5	3	4
Optional Rule: Berserker Fury - May re-roll all dice in attack. Must accept second roll.					
Giant Wolf	9	6	3	1	1
Goblin	10	2	1	1	1
Goblin Archer	10	2(1)*	1	1	1
Ice Gremlin	10	2	3	3	3
During Morcar's turn, each Ice Gremlin can either attack a Hero or Mercenary, or it can steal one item from one Hero (Morcar's choice). The item stolen cannot be the armour or shield a Hero is using, not the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Morcar's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.					
Mummy	4	3	4	2	0
Ogre Champion	6	5	5	4	1
Ogre Chieftain	4	6	6	5	2
Ogre Lord	4	6	6	6	5
Ogre Warrior	6	5	5	3	1
Orc	8	3	2	1	2
Orc Archer/Crossbow	8	3(1)*	2	1	2
Polar Warbear	6	3/3	3	4	2
The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.					
Rat Ogre	8	3	3	2	1

	Movement	Attack Dice	Defence Dice	Body Points	Mind Points
Skaven Warrior	12	1(2)*	2	1	1
Optional Rule: Horde attacker – When placing a skaven warrior on the board, roll a combat dice. If a skull is rolled, place another skaven warrior on the board adjacent to the last. Repeat until a black or white shield is rolled or there a total of eight skaven warriors on the board.					
Skeleton	6	2	2	1	0
Troll	6	3	4	4	1
Optional Rule: Regenerates one lost Body Point per turn while alive.					
Yeti	8	3	3	5	2
Whenever the Yeti's attack causes a Hero to lose at least 1 Body Point, the Yeti grabs the Hero in a powerful hug. This hug inflicts 1 Body Points of damage to the Hero at the start of each subsequent Morcar turn, unless the Hero can roll a white shield on one dice. Neither the Yeti nor the Hero can move or make other attacks while hugging. This continues until either the Hero dies or the Yeti is killed by the Hero's companions.					
Zombie	5	2	3	1	0

*These monsters have ranged attacks. The first number is the Attack Dice rolled at range, the second (in brackets) is the number of dice rolled in melee

APPENDIX D - MERCENARIES

	Movement	Attack Dice	Defence Dice	Body Points	Mind Points	Cost To Hire
Crossbowman	6	3(2)	3	2	2	75 Gold
The Crossbowman wields a crossbow. When adjacent to a foe, the Crossbowman attacks with a shortsword.						
Halberdier	6	3	3	2	2	75 Gold
The Halberdier wields a halberd that allows him to attack diagonally.						
Scout	9	2	3	2	2	50 Gold
The Scout has the Dwarf's ability to detect and disarm traps.						
Swordsman	5	4	4	2	2	100 Gold

Mercenaries do not collect any treasure. Mercenaries can only move, attack and defend (except for Scouts, who can detect and disarm traps). The cost to hire them is for one Quest only. If a Hero wants to hire a Mercenary for more than one Quest, he must pay 20 Gold Coins for each Mercenary he wishes to retain.

APPENDIX E – SPECIAL CREATURES

Here are the miscellaneous creatures that either only appear in one quest, or have quest-specific attributes. When these creatures appear on the quest map, refer to the quest notes

Barbarian

Dwarf

Elf

Wizard

Chaos Sorcerer

Millandriell

The Elven Prospector

White Seer

Frozen Horror

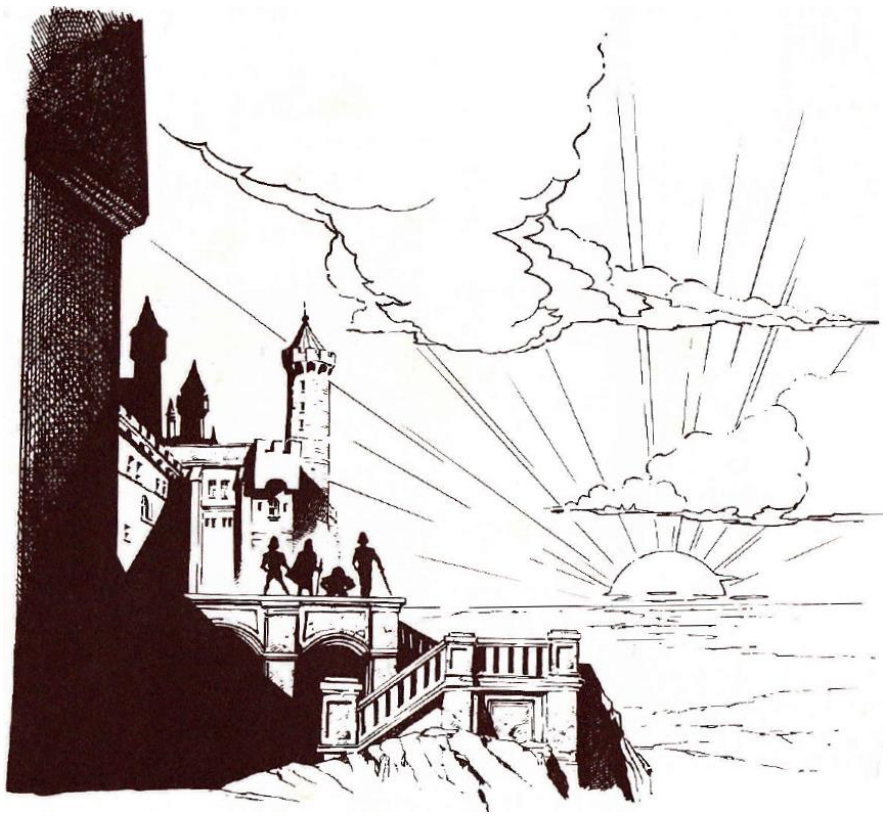
Orc Boss

High Mage

Necromancer

Storm Master

Orc Shaman



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